

# BAKA no baka

BANZAI ANIME KLUB OF ALBERTA FANZINE

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# AnimEigo

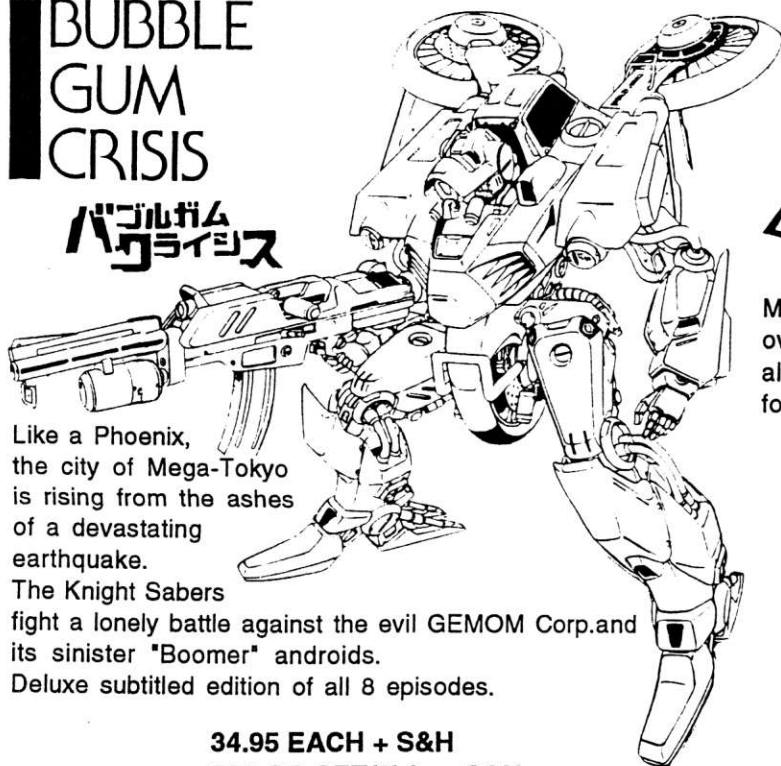
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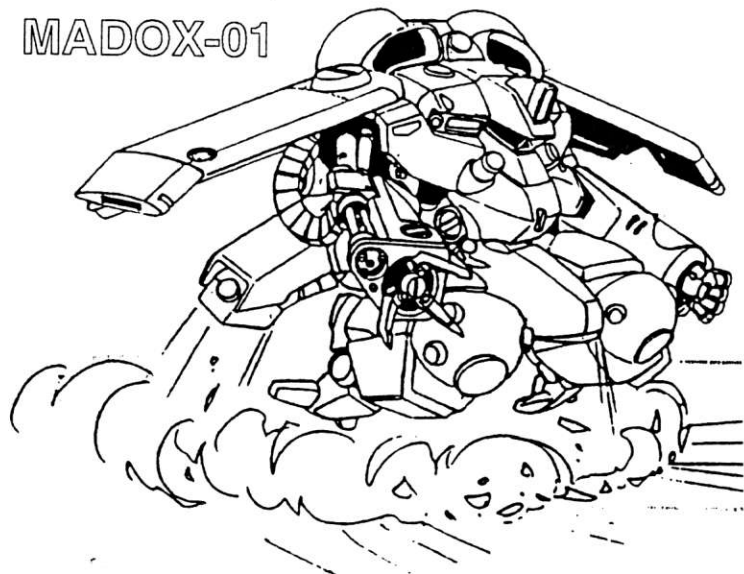
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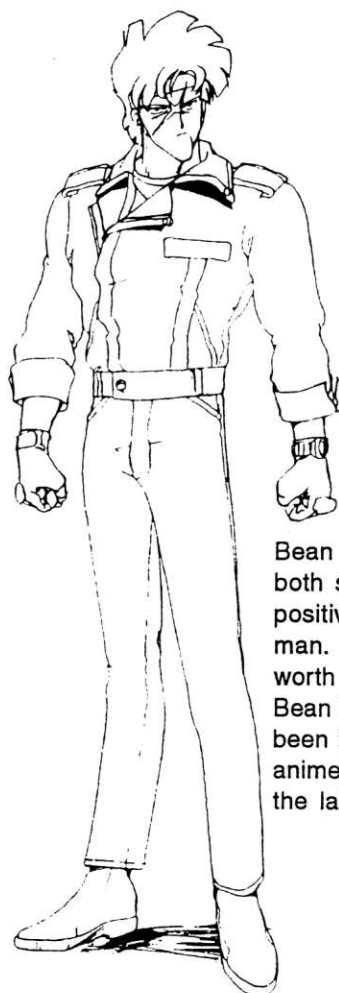


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# BAKA no baka

*Banzai Anime Klub of Alberta Fanzine*

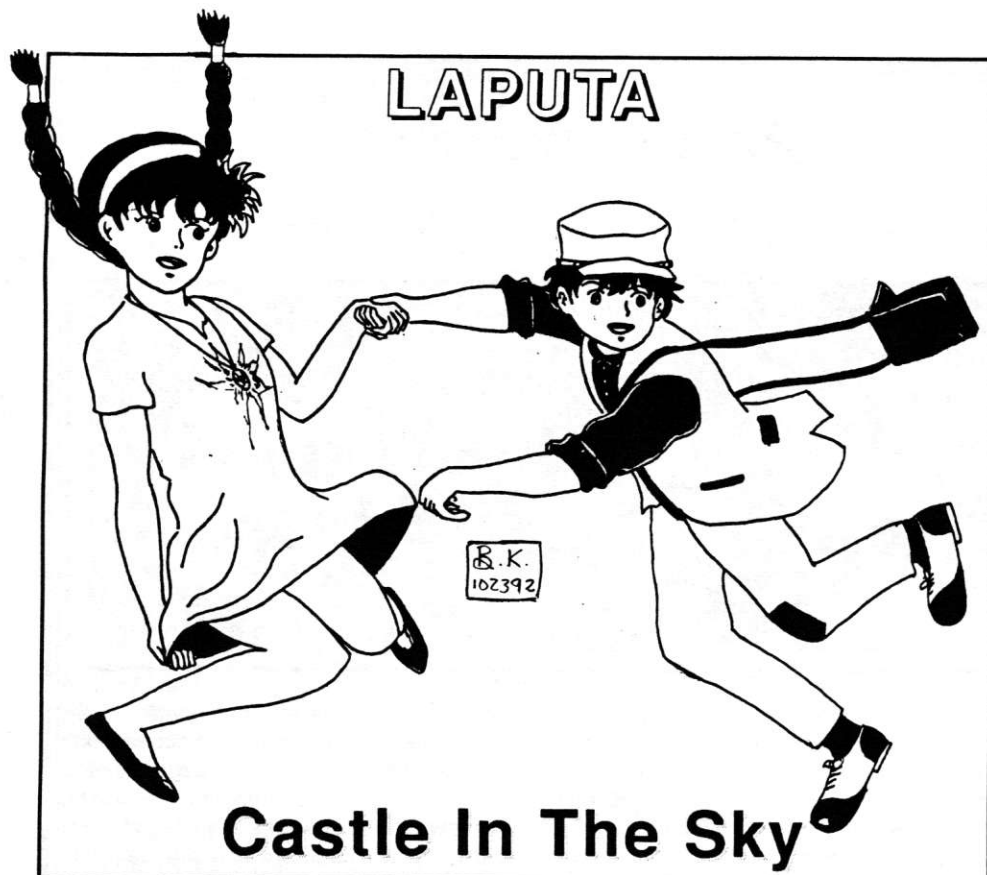


Another 3 months have gone by and the time has come once more for another issue of BAKA no Baka. Since our last issue, we have made some definite improvements. Firstly, this is our first COLOR cover issue! Although this has increased our cover and subscription price, we feel the change to color is well worth it. We have also increased the page count to 36 pages to make room for articles and anime fan art. A note to all present subscribers: These new rates will not affect you until it is time to renew. These changes are a big step for us and with the support of BAKA and everyone out there we hope we can maintain this standard on all our future issues. One other thing to note is that our address (On the back of this issue) has once again changed. We would like to apologize for this, but our new address should now be permanent. If you have sent us any mail to our previous addresses it should still reach us. Since we are now picking up subscribers from all over, we would very much like to hear from you and anyone else for that matter. Write to us and tell us what you think of our fanzine, or what you would like to see in future issues. Any suggestions and comments are very important to us. Also, if you are interested in providing art or an article for our Fanzine, please write to us and we'll send you more information. To close, I would like to mention that BAKA no Baka is the result of many hard working anime fans. Our goal is to help introduce Japanese animation to those interested and to provide fans with information from the world of anime...

Vlad G. Pohnert

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by Greg Fink

Laputa: n. : Flying or Floating Island. (old Laputian; Lat.) This is the definition of the word Laputa, as first portrayed in the 1726 book "Gulliver's Travels". The island and its people are detailed at great length in the third part of the book. Laputa is described as the home of a mathematical and musically inclined group of people. The nobles (true to the ideals of the 18th century) spent all their time in deep thought on matters of math and algebra. Gulliver, the well traveled man, decides that these people are wholly unique to all others due to this reverence for math and due to their situation. He holds that any who are not entirely captivated by music and math are "very little regarded".

All in all it is pointless to try and do justice to one of the 18th century's great works in so few lines. Besides, this is a fanzine of Japanese animation, not the University literature review. The connection between animation and Swift's work is Hayao Miyazaki, who took the story as an inspiration for what possibly is his best known film, Laputa.

Laputa, the movie, is a coming of age story focussing on a young boy named Pazu. He is an orphan, left to his own devices by the death of his father. His father had spent his whole life trying to find this mysterious floating island. In Miyazaki's story, Laputa was the chief city

of a great nation of floating cities which ruled the sky in ancient times. They are associated with such things as the destruction of Sodom and Gomorrah, examples of their complete mastery over the Earth. The nation flourished due to disease, as it was found that humanity could not survive if they spent too much time away from the Earth. Most of this is detailed in the opening credits, so viewers must pay attention to the opening.

The story proper begins with a raid on a commercial airship. The pirates of the Dola clan are after one of the young passengers, who their leader has learned may possess one of the legendary levistones. The levistones were the source of the Laputians ability to float their cities. It is a treasure beyond value, and the Dola clan are willing to do anything to get it. Sheeta, the young girl who possesses the stone, is being held by mysterious government agents. In the commotion of the attack Sheeta manages to escape. (Okay, it's not really an escape, but I can't give too much away, can I?) She is found by Pazu, and the chase is on.

After many adventures the city of Laputa is discovered. Here we learn the true nature of all involved in the quest. Muska turns out to be the villain of the piece, and the pirates the heroes. To relate anymore of the plot would spoil this film for anyone who has not yet seen it. Those who have seen it don't need much

#### Principle characters:

**Pazu:** An orphaned miner's apprentice. His father was an early pilot who spent his life trying to find the legendary floating city of Laputa. Pazu has vowed to prove his father was correct in thinking that it could be found. He is brave and willing to take risks to do what he thinks must be done.

**Sheeta:** The young girl who helps Pazu find his destiny. She possesses a small levistone, which Pazu thinks may help them find Laputa. She too is an orphan, having been raised by an elderly grandmother prior to becoming involved in the quest for Laputa.

**Dola:** Matriarch of the Dola pirate clan. She is a ruthless treasure hunter. Her current prize is a levistone. It is as a result of her desire to obtain one of the rare stones that Sheeta becomes involved in Pazu's quest.

**The Dola Clan:** Dola's sons, Charles, Louis, and Henry and the old engineer. They man the Tiger moth and the flappers with great, if somewhat confused, skill. They are very loyal to their leader and mama.

**Captain Muska:** The government agent who was escorting Sheeta when she was being taken for questioning. He desperately wants to find Laputa for his own unknown purposes. He will stop at nothing to find it.

**"boss":** The foreman of the mine and surrogate father of Pazu. He tries to give Pazu a hand in his quest. But he's a better fighter than helper.

**Grandpa Pom:** An old miner and prospector who tells Pazu the legend of the levistones. It is he who tells him of how the stones work and of how they react when Laputa is near.

There are other minor characters in the film. Most notable are Okami (boss' wife) and the General.

more than that to stir their memories.

The animation is amongst the best I've seen in the field. The backgrounds are sharp and intricately detailed. The character designs are superb and very much like real people (no three fingered people here!). The story is very well served by the great amount of original music that makes up the score of the film. It suits every scene, matching tension, moments of great beauty and inspiration, and the lighter moments perfectly.

Continued on page 29...





# Anime Expo '92

## Report

Written by Daniel Ho

### Trip Planning Stage

As is typical of any club function we do, the idea for the trip started in high hopes, but ended in near ruins. Discussions of going on the Pilgrimage to the Holy Land of Anime as a group function began around January of this year, but as the deadline came closer and closer, the dozen or so potential candidates dropped to two people by the middle of June. In the end, I was left driving to the States, while Marcellus Wong flew down.

Thursday July 2, 1992

The day started at 8:00 am with a seven hour drive on Interstate 5 from Eugene, Oregon to Sacramento, California. Driving on the Interstate alone held no surprises, but once I entered city limits, Indy 500 wanna-be's made up most of the drivers around me. Following the instructions Marcellus gave me before I left, I wandered around lost throughout southeastern Sacramento before finally stumbling onto his grandparents' home by fluke at 3:15 pm.

After a brief stay at their house, we switched cars and left at 4:00 pm. Driving a much more comfortable Toyota Cressida, we headed southwest on I-680 for a couple of hours until we reached San Jose city limits. It took a while to find the hotel; since the maps do not list hotels, all we had to go on was an AAA Tourbook with written instructions to the Red Lion Inn. After about a half hour around the city streets of northern San Jose, we kicked ourselves once we discovered that we would have found the hotel immediately if only we would have gone straight on the

highway we were on.

The Red Lion Inn is situated just west of the San Jose airport, and within a few feet off of I-101. Just a brief look outside immediately tells you this is a big hotel. At around 900 feet from one end to the other and furnished with 507 exceptionally large rooms in two eight and ten story towers, the hotel was more than capable of holding a four day convention for over 1500 people. An open air fifty foot pool is a focal point of the hotel, as are the four restaurants just to the side of it. A fitness center is located on the second floor just above the pool area.

Check-in was fast and easy, but we



were stuck with a second floor room overlooking the northeast parking lot and I-101. Our room was a single with a king sized bed and the standard hotel furnishings. At only \$62 per night (not including room tax), the room was less than half the price of what this four diamond hotel normally charges.

Once we checked in, we had trouble finding the anime fans that were supposed to be here with us. The television cable had not been set up with the three anime expo channels (AXTV) yet, so we decided to take a sight-seeing drive of San Jose. We drove around aimlessly around the poorer neighborhoods before accidentally finding Japantown. This Japantown is smaller than the Chinatown along

Edmonton's 97 Street, but it's big enough to fill both sides of the street on a single city block. We decided to take in dinner at a Japanese restaurant, so we chose the busiest place around (and one of the better ones, as we later found out).

When we got back, a lineup of a few hundred people had formed for advanced ticket buyers to pick up their pass and information packet. An unavoidable fact Marcellus noticed was that 70% of anime attendants were male. A handful were dressed in masquerade attire; Ranmas, Captain Nemos and Hanson & Sansons were numerous, and various other anime characters were also present. The information package that each of us received was made up of the following: the Anime Reference Guide, with a pose of Ishtar of Macross II; the Program Book, with Gokuu Midnight Eye on the cover, and a listing of the programs and panels to run for the next four days; and an ID card indicating your name, nickname, club affiliation, and city/state/province.

To kill some time, we worked out on their superb exercise machines and took a swim in the pool before relaxing in the hot tub and chatting with fans from various parts of North America. About half the people we met during the four days were not affiliated with any club or organization but decided to go anyways on their own behalf. People from all parts of the United States and Canada flew, car pooled, or bussed over to this convention. Each person had their own tale to tell about what they endured just to get here.

After that, Marcellus stayed in the room for a bit while I checked around for any parties that might have started up. It was fairly quiet that night, but I did find a video party being held by JAMO, a computer



anime on-line service that has been doing their own subtitling. Running off laserdisc and using an Amiga to run the subtitles, they ran Kimagure Orange Road episodes 1-4 and a few other shows. Marcellus later showed up, and we chatted with the fans inside for a while. As I was about to leave, I noticed a box of anime junk just inside of the door which had stuff I wanted. After a bit of wheeling and dealing, I bought 6 Robotech New Generation tapes, 2 Robotech Southern Cross tapes, and the Zeta Gundam Character Edition book for \$40. I was apprehensive as to whether the tapes were real or not, but the tape boxes seemed to be originals (they're original, as I found out later).

At the end of the night, two of the AXTV

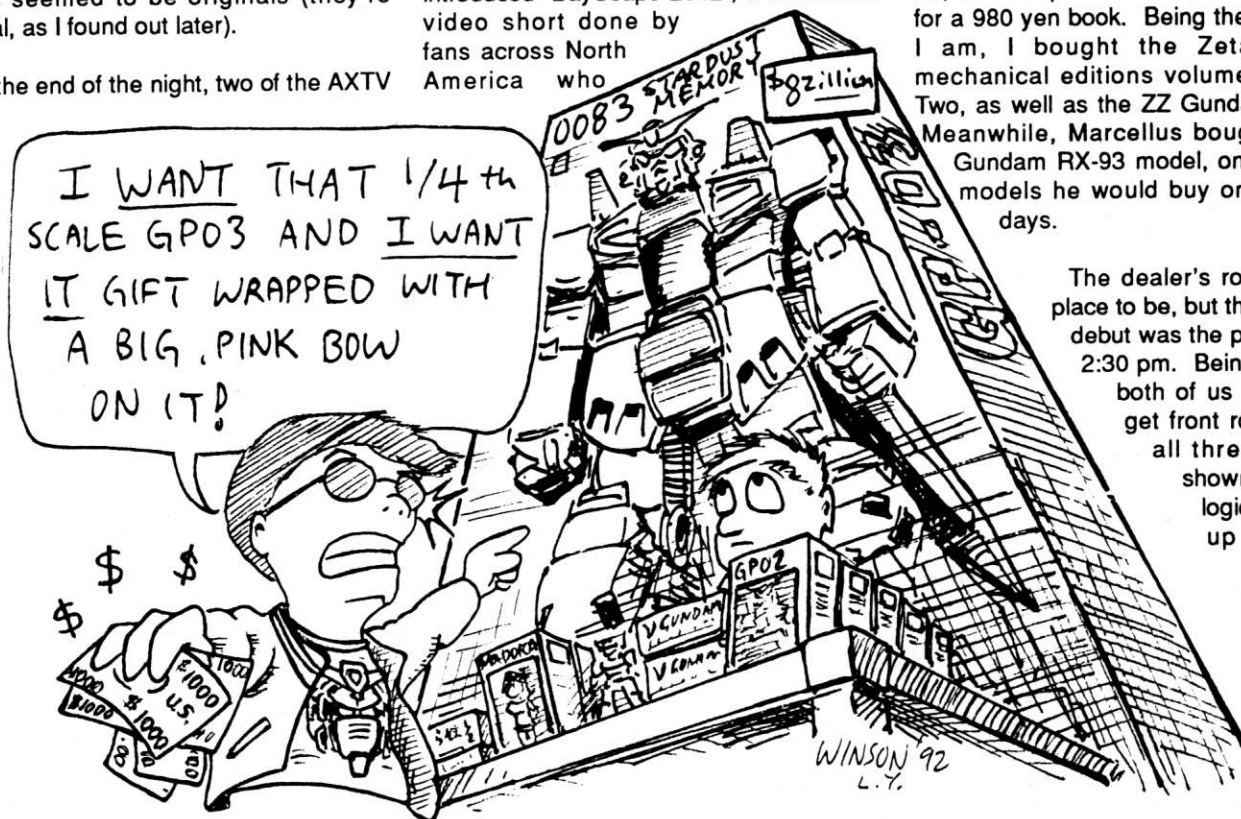
only. Ceremonies started with the customary organizer speeches, and an introduction of the guests of honors. The highlights of the convention were Yoshiyuki Tomino (the Gundam God), Minoru Takanashi (Gunbuster, Macross II), Buichi Terasawa (Space Cobra, Midnight Eye Gokuu), and Haruhiko Mikimoto (Macross, Orguss, Megazone 23, etc). Other, lesser guests from animation and manga related industries were also on the GoH list, but their presence wasn't the reason why 1800 people came to Anime Expo.

After the pomp and glitter, they introduced "BayScape 2042", a ten minute video short done by fans across North America who

con. I stayed for a while in the Carmel/Monterey room watching a panel on the Gundam universe by Jeff Okamoto. Since it was almost 11:00, I took off for the dealer's room while Marcellus stuck around.

When the doors finally opened at 11:10, mayhem and murder set the scene. With breathing room only in a 7500 square foot room, nobody was going anywhere anytime. I managed to pop over to Crooks...I mean Books Nippan's tables set up on the north side of the room. I found the 100% Newtype books I was looking for, but the prices were outrageous: \$25 for a 980 yen book. Being the sucker that I am, I bought the Zeta Gundam mechanical editions volumes One and Two, as well as the ZZ Gundam for Vlad. Meanwhile, Marcellus bought a 1/100 Gundam RX-93 model, one of several models he would buy on those four days.

The dealer's room was the place to be, but the Macross II debut was the place to be at 2:30 pm. Being very lucky, both of us managed to get front row seats for all three episodes shown on the pro logic theater set up in Pine/Fir



channels had started up, so we watched until we fell asleep.

**Friday, July 3rd, 1992**

Waking up early in anticipation, we watched AXTV until it was time to start the day's programming. As can be expected of a convention of this size and type, they were way behind schedule. Convention goers had trouble deciding whether to go the opening ceremonies or head to the dealer's room, but the latter would be delayed by at least an hour until everything could be set up. With the opening ceremonies as the only choice, everyone flocked to find the closest seat they could get inside the Pine / Fir room.

Before long, there was standing room

volunteered their time to draw the cells. The quality of animation was standard, but it was at least watchable. Taking place 50 years in the future, the light-hearted story concerned: a group of terrorists who kidnap one of the technicians, forced-into-conflict-too-soon heroes chasing after them, and a brand new state-of-the-art mecha.

Once it was over, EVERYBODY flocked downstairs to where the dealer room was (Sierra and Cascade rooms). Behind schedule yet again, the dealers who set up tables along the hallways in that wing received brisk business. If that was too boring, you could check out the 16mm film room set up in the Donner Pass room and its selection of half a dozen films shown over and over again throughout the

(Oak Room was itself only a backstage). Macross II turned out to be a disappointment, even though the hype lead to a completely filled auditorium. While one of the better dubs to come out of America, many of us would have preferred subtitling; the story itself was uninteresting and the characters were not particularly likeable.

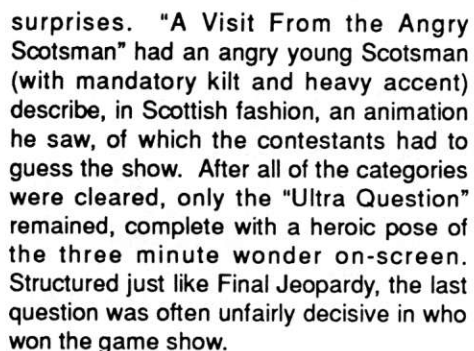
At 7:00 pm, the Anime Remote Control gameshow started up in the Pine/Fir room. Three contestants competed for various prizes and personal glory by showing off their anime honed minds. Similar to Remote Control on MTV, the game board (projected onto a 150 inch screen) featured channels 2 through 13, as well as UHF. Each channel had its own category with three questions worth 5, 10 and 15

The topics chosen for each category ranged from the mundane to the insane. "Shmeebs and Nortons" was a very popular return from last year, where contestants had to guess the name of a nude anime character with a black spot covering only their faces. The "Know 'Mo Gundam", "Mikimoto Mouse Club" and "Rumic World" were some of the more conventional categories, discussing Gundam, Mikimoto and Rumiko Takahashi related trivia. "Quen es Mas Macho?" was new this year, and was a hoot. The contestants had to explain which of two characters on the screen was more macho, and the winner of the points would be determined by the cheering of the audience. With Hikaru vs. C-ko, Captain Nemo vs. Captain Gloval, and various other tough comparisons, the category was a blast. "Casey's Top Five" was a challenge, but often had a few welcome

Waking up fairly early, I watched several episodes of Urusei Yatsura on AXTV while Marcellus snored away. While much of the source material was from laserdisc and high quality videotape, the rarer shows such as Gundam and Zeta Gundam were n-th generation copies.

When nothing of interest was happening, it was always back to dealer's room for some more browsing. With 64 tables, there was always something to be discovered. Among the offerings inside

At 9:00, Dana, Marcellus, and I decided to check out the Masquerade. Not surprisingly, the Pine/Fir room was almost standing room only for the grand event. To start with, each character or group of characters for the masquerade were free to set up a skit or do a monologue. A considerable number of Ranma 1/2 characters, a Dirty Pair couple, a Midnight Eye Gokuu, no-name commandos, and various others were daring enough to endure countless blank stares by the rest of us; their courage is greatly appreciated.



the Dealer's room were Japanese laserdiscs, manga, pornos, subtitled and dubbing videos, models, toys, CD's, reference books, cels, and crap. Carl Macek occasionally manned the Streamline Picture tables, but he was generally looked down upon by the mainstream anime fandom.

We looked for parties happening that night, but they were far and few. A well advertised party by the folks at God-Animag magazine was scheduled that evening with the added incentive of free

The eventful night finished with a Midnight Madness showing of selected "reworked" versions of Iczer-3 and the Dirty Pair OVA. Dubbed by fans and musically rearranged, they were a humorous cap to an exhaustive day.

**BAKA no Baka**



do at the Convention except visit the Dealer's room and watch the big screen TV's. Walking in a hotel where the location of the restaurants forces you to walk completely around proved very tiresome, but the shortcut on the second floor catwalk (surrounding the pool) was extremely useful to many of us.

To blow some time, I attended a panel on anime clubs. Members from Cal-Animage discussed how their club worked, the problems they experienced, and suggestions for starting a club in your region. Unfortunately, their presentation was the most boring of all the panels that weekend, with boring speeches on what would have been an interesting topic, so I left.

Later, I decided to pop into one of the panels on voice acting and, in doing so, discovered why the dubbing of Japanese cartoons is so bad in North America. For starters, these are the same actors and actresses over and over again, so there is no fresh talent coming in to take their place. Second, the entire process of recording makes voice acting inherently inferior to other places. In Japan, all of the voice actors involved in a particular scene are in the same recording booth which allows each person to read off the emotions and tones of the actor before him. What results is a clip in which the tone of a particular situation is consistent. In America, the voice acting is set up very similar to modern musical recordings in that it is done in private individual booths, and the line are read separately. The only input the actor has for adjusting the tone of his voice is the setting of the script and an approximation of what he thinks the character should sound like in that script. This arrangement greatly benefits the mixing of the voices onto a final master copy and thereby cuts production costs, but the penalty is cold and staid voice acting that more often than not is inappropriate for the scene in question.

Finally, we paid a visit to shrine-Nikaku. Much like Whyte Knight in Edmonton, Nikaku possesses a similar entrance, a long stairway to a second floor, large windows facing the front, and an equal size floorspace. 60% of floorspace is devoted to Japanimation, while the remainder are Japanese gifts, books, and crafts. Manga and CD's are displayed singly, while the remaining stock is stored

in a backroom. In terms of what was displayed, you would never have guessed that they were a major mailorder store of Japanimation goods.

A hilarious incident happened while we were there. A week earlier, I made a promise to pick up a package for BAKA at Nikaku. I was about to pay for my purchase, but when I mentioned I was from Canada, the lady behind the counter asked if I knew somebody named Ben. It was dramatic proof that Ben is a well known "Hi, I'd like to place an order from you AGAIN" guy at Nikaku. Marcellus and I had trouble containing our laughter, but at



least we got to visit the backroom where the majority of stock was stored.

After the trip, we watched videos in video room to wind things down. Up until 2:00 watching Gundam 0083 episodes 8-10 subtitled on big screen. The sound quality was great with a pair of \$800 Spica loudspeakers the size of basketballs filling a room 20 feet by 40 feet with sound. Sharp XV-100 projector televisions were set up in the San Simeon/San Martin and the San Juan/San Carlos rooms. With only 270 lines of resolution spread across a 100 inch screen, it was clear that the pixel plagued LCD projector TV's had a long way to go. We spent a long time in each theatre with the highlight of the night being Gundam 0083 episodes 8-10 subtitled.

#### Monday July 6th, 1992

Today was the unofficial hang-over day for the convention. Events and programming were winding down, people were going back home, and some dealers were heavily discounting their remaining stock. While the convention was not officially over until later that afternoon, groves of people such as ourselves were

busy checking out at the front desk. We never stuck around for the closing ceremonies, but instead took the opportunity to check out the Japanese Center in San Francisco.

The beauty of San Francisco is beyond words, so I won't try; but I will describe the Japanese Center. It is similar in concept to a small mall such, but with Japanese overtones and styling. About a third of all retail space was vacant, but the majority of shops that were there were generally catered to a true Japanese, while the remaining were more touristy type shops. The bookstore there was positively huge (twice the size of Classic Book Store in WEM phase II), and it wasn't too difficult to spot the Anime Expo convention goers who were there. Books and magazines were everywhere and there was a little bit of something for everyone.

#### Planning for Next Year

For any BAKA members who intend on going next year, we have some tips. First, it is cheaper for one or two people to go by plane and stay 4 nights, than it is to drive and spend 8 nights in hotels. If at least 4 people go by car, the opposite is true. From Edmonton to San Jose, it takes 28 hours of highway driving, assuming you always speed and take fairly few rest breaks along the Interstate rest areas. A more comfortable time is 36 hours. Rest areas are a must; washroom breaks and a chance to stretch out gives you the extra stamina on long boring trips. Driving at night is safe on Interstates, but you'll find that many gas stations are not open 24 hours. Still, it is possible to drive down without a hotel break. Avoid going through Banff since the mountains heavily tax your engine, brakes, and patience; going to Fort Macleod and then going west to Cranbrook is easier on the car and an hour shorter to boot. Never drive a car without air conditioning or cruise control, make sure the car is quiet, has enough passing power on highways, and remember that 70+ mph trucks make good radar and laser shields. Getting a speeding ticket is a rare event since there are always several cars next to you that want to go faster than you. Best of wishes to anybody going next year because we know you'll enjoy yourselves as much as we enjoyed our vacation.

# MOBILE SUIT GUNDAM GUNDAM 0083: STARDUST MEMORY

By Vlad G. Pohnert

## Introduction:

Gundam 0083: Stardust Memory is a 13 part OVA series released in 1991 with one 30 minute episode released every month. At the time of this article, Vol 1 - 11 have been released. The first volume includes 2 episodes bringing the total now to 12. The series has become very popular and has been on the top ten LD sales charts in Japan. For this reason, Bandai also decided to make a movie by editing Volumes 1 - 11 and adding 10 minutes of original animation. This movie was released in Japan in August, and features a cliff hanger at the end.

The series itself takes place in the Universal Century 0083 (3 years after the One Year War (Mobile Suit Gundam) and 2 years before Z Gundam). The story revolves around a fragment of the Zion that withdrew from the final battle in the One Year War. Now they are trying to gain victory by putting Operation Stardust into motion.

**Episode #1: "Stardust Rising"** - During the final battle in the One Year War, Commander Delaz, realizing that the Zion empire will not win, convinces Gato to retreat with him to a place of safety. Gato reluctantly agrees. The scene now switches to the year 0083 where in the wastelands of Australia test pilots Kou and Keith are practicing under the watchful eye of Lt. Burning. Meanwhile, the Albion is approaching the Australian Federation Base. On board is Nina and the two prototype Gundams, the GP01 & GP02, which are to be tested at the base. When the Albion arrives, Kou and Keith sneak onboard to see the new Gundam suits. They are both met by Nina who tells them to leave the restricted area. Elsewhere, Gato is preparing to infiltrate the base and steal the GP02. That night the GP02 is armed with a nuclear warhead just before Gato infiltrates the base. Gato, in a Federation outfit, easily steals the GP02. Kou, who witnesses the theft, races toward the GP01. The episode ends with Gato in the GP02 squaring off against Kou in the GP01.

**Episode #2: "War Is Not Over, Yet"** - Gato easily escapes in the GP02 from the inexperienced Kou. The base is attacked by missiles from Gato's Zion suits stationed on the perimeter of the base.

Burning's group which includes Kou & Keith are assigned to bring back the GP02. Kou in the GP01 ends up successfully stopping Gato from reaching space, but Gato eventually gets away. During the battle, Burning's suit is damaged and he is injured.

**Episode #3: "Irregulars In Albion"** - Kou returns to the base only to find everything in a mess. The base commander is dead, and new pilots & supplies are being flown in. The new pilots include Bernard, Alpha & Chap, who go see their good friend and comrade Burning, who is recovering from his injuries. Later, Bernard gets into an argument with Kou over who will be assigned to the GP01. Bernard feels he will be chosen since they would never trust such an inexperienced pilot like Kou with the GP01. This makes Kou extremely angry and he accepts a challenge to a duel. If Kou wins, Bernard will recommend him to be assigned to the GP01. But if he loses, Kou is not to show his face again. They end up fighting in the wastelands with Kou in the GP01 and Bernard in a GM. Although Bernard is more experienced, Kou ends up getting the upper hand and winning. Burning arrives and yells at both of them for taking the suits without authorization. They are both thrown in the brig onboard the Albion. The Albion departs the base on assignment to stop the GP02 from reaching space.

**Episode #4: "The Last Troopers"** - The Albion is over Africa searching for the GP02. Onboard the Albion, fights breakout between Bernard's group and Maula. A spy aboard the Albion steals a core fighter and the plans of the Gundam prototypes. Captain Sinapus lets him escape so that they can follow him to the Zion hidden base using a homing device planted on the core fighter. Meanwhile, Gato arrives at the secret Zion base where he and the GP02 will be lifted into space with a heavy lift vehicle. As the Albion approaches, the base commander leads a group of Zaku IIs against the Albion while Gato launches into space. Kou in the GP01 along with Bernard and Keith are sent out. Although they are successful at stopping the enemy suits, Gato successfully gets into space with the GP02.

Continued on page 32...

## Main Characters:

(The numbers in parenthesis indicate in what episode number was first their appearance)

**Algulle Delaz:** (Zion - Supreme Leader) During the One Year War, Delaz escapes with a handful of ships to safety on the eve of the Zion defeat. He now leads the Zion rebirth against the Federation. (1)

**Anavel Gato:** (Zion - Lt. Commander) - Kou's main adversary. Gato is a man of honor who steals the Gundam GP02 for Operation Stardust. During the One Year War, he was known as the "Nightmare of Solomon". (1)

**Kou Uraki:** (Federation - Ensign) - The main character of 0083. Kou is a test pilot that gets assigned to the Gundam GP01 after fighting Gato. (1)

**Chack Keith:** (Federation - Ensign) - Kou's best friend and fellow test pilot. Keith pilots the Guncannon II. He often ends up pulling Kou's butt out of dangerous situations both in war and his love life. (1)

**South Burning:** (Federation - Lieutenant) - Burning is an ace pilot with many years of fighting experience. He is in charge of Kou's group and is known to be one of the best teachers. (1)

**Nina Purpleton:** (Anaheim) - Nina is a System Engineer that is assigned to the testing of the GP01 & GP02. After the GP02 is stolen, she stays onboard the Albion and develops a relationship with Kou. (1)

**Maula Bashit:** (Federation- Lt. Jr. Grade) - The chief mechanic on board the Albion. Maula is Nina's best friend and helps her in taking care of the GP01. (1)

**Eyphr Sinapus:** (Federation - Captain) - Captain of the Albion. Sinapus is a wise Captain who is well respected by his crew. (1)

**Bernard Monsha:** (Federation - Lieutenant Jr. Grade) - Bernard loves his job as a mobile suit pilot, and tends to think of himself as the best in everything (including women). (3)

**Cima Garahau:** (Zion - Commander) - She is a ruthless fanatical leader and mobile suit pilot who lets no one stand in her way, even if it means backstabbing someone on her own side. She and Gato become deadly rivals. (5)

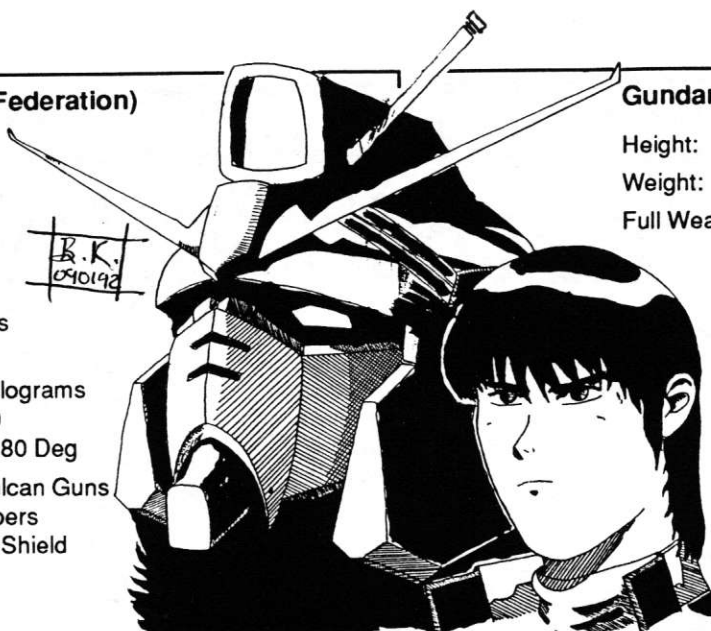
**Kelly Layzner:** (Zion) - A veteran of the One Year War, Kelly lost his left arm during war and now works towards getting back into battle. He is a very good friend of Gato. (6)

**Lucette Audevie:** (Anaheim) - System Engineer who is in charge of the Gundam GP03. She is a good friend of Nina. (11)



### Gundam RX-78 GP01: (Federation)

Height: 18 Meters  
Weight: 39.7 Tons  
Full Weapon Weight: 65 Tons  
Generating Power: 1790 Kilowatts  
Thruster Power: 2 x 42,000 Kilograms & 2 x 12,000 Kilograms / 180 Deg  
Weaponry: 2 x 60 mm Vulcan Guns  
2 x Beam Sabers  
Beam Rifle & Shield  
Appearance: Episode #1  
Destroyed: Episode #5  
Piloted by: Kou Uraki

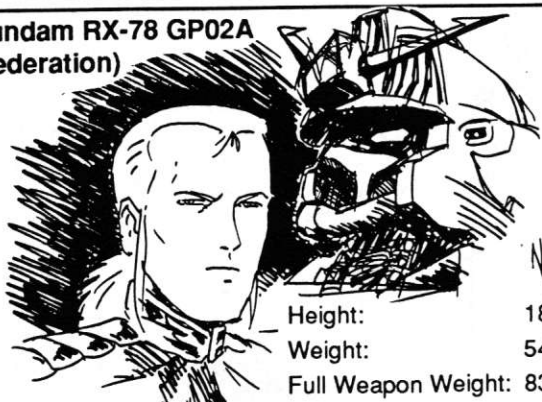


GP01 with Kou Uraki

### Gundam RX-78 GP01fb (Federation)

Height: 18.5 Meters  
Weight: 43.2 Tons  
Full Weapon Weight: 74 Tons  
Generating Power: 2045 Kilowatts  
Thruster Power: 4 x 45,000 Kilograms & 4 x 13,500 Kilograms  
Weaponry: 2 x 60 mm Vulcan Guns  
2 x Beam Sabers  
Beam Rifle & Shield  
Appearance: Episode #6  
Destroyed: Episode #10  
Piloted by: Kou Uraki

### Gundam RX-78 GP02A (Federation)



Gato with the GP02

Height: 18.5 Meters  
Weight: 54.5 Tons  
Full Weapon Weight: 83 Tons  
Generating Power: 1860 Kilowatts

Thruster Power: 4 x 32,000 Kilograms & 2 x 6,800 Kilograms  
Weaponry: 2 x 60 mm Vulcan Guns, 2 x Beam Sabers  
Atomic Bazooka (Fires one nuclear warhead)  
Appearance: Episode #1  
Destroyed: Episode #10  
Piloted by: Anavel Gato

### Gundam RX-78 GP03S (Federation)



GP03S with Nina Purpleton

Height: 18 Meters  
Weight: 41.6 Tons  
Full Weapon Weight: 70 Tons  
Generating Power: 2000 Kilowatts  
Thruster Power: 2 x 40,000 Kilograms, 2 x 42,000 Kilograms & 2 x 12,000 Kilograms / 180 Deg.

Weaponry: 2 x Beam Sabers  
Beam Rifle / Bazooka / Shield  
Appearance: #11  
Piloted by: Kou Uraki

### Gundam RX-78 GP03 (Federation)

The Gundam GP03 combined with a large mobile armor shell which comes complete with multiple weapons and a shield generator

Height: 140 Meters  
Weight: 226.4 Tons  
Full Weapon Weight: 453.1 Tons  
Generating Power: 38,900 Kilowatts  
Thruster Power: 6 x 377,500 Kilograms  
Weaponry: Beam Sabers  
Beam Rifle / Bazooka / Missile bays / etc  
Appearance: Episode #11  
Piloted by: Kou Uraki

### Other Mobile Suits in 0083:

**Zaku (Federation/Zion)** - This suit, one of the first mobile suits, is still used by both sides. (1)

**Xamel YMS-16M (Zion)** - Heavily armored mobile suit equipped with a bazooka. Used in the attack to steal the GPO2 (1)

**GM RGM-79 (Federation)** - The Feds. mass production suit (1)

**Gun Cannon II RGC-83 (Federation)** - A improved version of the original Gun Cannon suit. (1)

**GM Custom RGM-79N (Federation)** - A cross between the Gundam and a standard GM (2)

**Albion MSC-07 (Federation)** - White Base class battlecruiser (1)

**Zaku II MS-06F2 (Zion)** - Modified version of the Zakul (4)

**Lili Marleen (Zion)** - Cima's large and powerful ship (5)

**Gelgoog MS-14Fs (Zion)** - Piloted by Cima (5)

**Val-Walo MA-06 (Zion)** - A large and powerful mobile armor built and piloted by Kelly. (6)

**Neue Ziel AMA-X2 (Zion)** - A very powerful mobile armor built for Gato (11)

# STUDIO BAKAO

J. Janke  
June 92





# MANGA MANGA!

## Go! Go! Sabers!: Act 4 - "Puzzling Child"

Interpreted by John Brisson

Nene Romanova is standing in front of a McDonalds, oblivious to a child standing nearby her due to more pressing concerns. Nene's fellow Knight Saber, Priss, was to have picked her up before three o'clock. Nene checks her watch and confirms that Priss is well over half an hour late. Nene is a little bit miffed at Priss for making her wait so long and suspects that Priss gets perverse pleasure out of wasting other people's time. Suddenly, Nene feels something tugging at her skirt. She looks down to see a young, tear streaked young girl. Before Nene can do anything to help the girl, the girl shouts out "Maaamaa!!" at Nene, causing Nene to blush and break out into a cold sweat. Nene attempts to convince the girl that it's only a case of mistaken identity, but the girl refuses to accept Nene's explanations. The girl points an accusing finger at Nene and again shouts "Maamaa!!" even louder this time. The girl's continued shouting starts to attract a lot of attention so Nene picks up the girl and tries to comfort her. Without any warning, a bullet flies through the air in between Nene and the girl, and hits the window of the McDonalds. Nene looks in the direction that the bullet came



from, and sees a group of three men advancing towards her. One of the men has a smoking gun in his hand, and tells Nene not to move. After looking at the scared face on the girl, Nene suspects that the three men are chasing the girl. Nene

decides that it is up to her to stop them and protect the girl. She realizes that she can't fight the men by herself, Nene tells the girl she will protect her and runs into the crowd with the girl. The man with the gun yells at Nene to stop, but she ignores then, so the three men give chase. Nene leads the trio on a merry chase. She finally gets to a more familiar territory and loses them. Nene then decides to take the girl to the safest place possible: Sylia Stingray's home.

The three men that were chasing Nene have a heated argument on the sidewalk in front of Sylia's apartment building. The leader of the trio, Atama, is berating his two subordinates, Hidari and Migi. Atama tells the two to shut-up, and to comb every inch of the area. Atama also orders them to ask everybody if they saw the girl. Hidari complains that it will take forever to do that. Atama just glares at Hidari, who grabs Migi and heads off to begin the search. Meanwhile, a bemused Sylia Stingray has been observing the trio from her penthouse apartment window and wonders to herself as to why they are hunting the girl. Sylia turns to look at where Nene is sitting with the girl. Sylia asks Nene why she has brought the girl here. Nene points out that it was the closest safe haven she could think of. Sylia realizes that Nene has acted in the only way she could, but she still doesn't like the idea of the three men poking around. The Knight Saber's equipment is all stored in the basement parkade and the last thing she needs is for the three nosy men to find it. Nene is reminded that being a police officer means that she should be the expert on missing persons, and therefore should look for the girl's mother herself. At this point, Mackie Stingray, Sylia's brother, appears with a tea service and offers some tea. Unexpectedly, the girl rips open Nene's blouse while saying "Mama". This act causes Mackie to faint from shock! While Sylia tries to revive Mackie, Nene spansks the girl and then yells at her for misbehaving. Nene gets a change of clothes, and then takes the girl with her to the basement parkade. While the elevator goes to the basement, Nene rests against one of the walls to recover her strength and then begins to chastise the girl for getting them thrown out of Sylia's apartment. Nene suddenly recalls

how humorous Mackie looked after he fainted, and Sylia's instructions on leaving through the parkade. Nene notices that the young girl is once again crying, so Nene tells her to relax and assures her that there is nothing to worry about. The girl just clings to Nene's skirt with a look of doubt on her face. Nene gives her a reassuring hug.

Finally, the elevator arrives, at which point Nene and the girl check to see if the coast is clear. Nene runs across the parkade with the girl in tow. All of a sudden, a bullet flies from out of the darkness. The bullet grazes Nene's hair as she dives for cover with the girl. Nene is now traumatized by the damage done to her hair, but at the same time starts to plan her revenge. Atama, Hidari and Migi step into the light. Atama demands that Nene surrender and hand the girl over to him. Atama tells her that they will let her live if she cooperates with them. Nene ignores then and instead makes her way to the back of the Knight Sabers' combat truck. While Nene is busy in the back of the truck, Atama advances slowly towards the back of the truck, and continues to make demands. He jumps around to confront Nene, but is struck by terror upon seeing Nene's Hardsuit. Atama still wants her to surrender, but since he realizes he cannot push her around, he asks her what kind of



deal she wants. Nene rams into Atama, pushing him back, and tells him that he should leave, but she is not going to make it easy. Nene tells the trio of men that if they leave quickly, she will spare their lives. "This place isn't safe" states Nene, "especially for little girls". Nene stops talking and then opens fire on Atama with her knuckle bombers. Atama dances around to avoid getting hit. Then Nene entertains herself with Hidari, but finds out that he doesn't make a good punching bag partner. With Hidari down for the count,

Continued on page 34..

Compiled By Benoy Koshy

## TRANSLATED MANGA:

As most of you know, EPIC's **AKIRA** is still on hiatus. No word on when it will be released. Epic is trying to fill the gaps by publishing color short stories from other Katsuhiro Otomo anthologies...we'll keep you posted.

**DARK HORSE** is working on Masamune Shirow's **GHOST IN THE SHELL**, but it won't be released until after Orion and Appleseed V are done. **INTRON DEPOT 1** is out and it is an excellent collection of just about all of Shirow's color works since the early '80s. Shirow's witty, yet sometimes misplaced criticism, makes Intron Depot that much more real to the reader. He discussed the trials and tribulations of being a manga/anime artist in Japan...a must for all Shirow fans! Last issue we mentioned that **Bubblegum Crisis** might be appearing in Americanized manga form from Adam Warren (artist of *Dirty Pair*); now seems that Dark Horse is having problems and the whole project is up in the air. Dark Horse will however publish Adam Warren's *Dirty Pair* Book IV, titled 'Sim Hell'. The reviews on the pencils from the first two issues are, and I quote, "Hot Damn!"

**VIZ COMMUNICATIONS** has made it official, they now have NO color titles on the market. Obviously fan pressure and rejection of their poor coloring made them bow down. **RANMA 1/2** has left color and is now available in black & white...now if they could get their prices down. There is also speculation that the reprint graphic novel formats of some of the color series will be redone in their original black & white. The uncolorization will



definitely be done for Ryoichi Ikegami's "**Crying Freeman**" Book 2 and 3. **MACROSS II** is out in manga form and it looks pretty good...

**ANTARCTIC PUBLISHING** is coming with **Ninja High School Yearbook 1992** going for \$3.95 US in B&W with 8 color pages. Also, Antarctic seems to be going ahead with their Project A-ko comic idea, drawn by popular American artist Robert De Jesus.

**SUN PUBLISHING** continues their manga barrage with the weekly titles of **Cosmos: Chronicles of Paradise #1**, **Ralka**, **High School Agent**, and **Ragnarok Guy**. All issue are in black and white and are \$2.50 US/\$3.75 Cdn.

## SUBBED, DUBBED ANIME:

**ANIMEIGO** announced that they would be releasing the popular OVA series, **Bubblegum Crisis** on LaserDisc at last! They will release 4 discs with the following format:

- Disc 1: BGC 1,2,3
- Disc 2: BGC 4 + Hurricane Live 2032/2033
- Disc 3: BGC 5,6
- Disc 4: BGC 7,8

Each disc will be priced at \$64.95. The discs are due out sometime October or November. The shows are being remastered with a D2 Digital Transfer and resubtitled with AnimEigo's latest subtitling technology. Also due out in October is the first of 219 episodes of *Urusei Yatsura*. If you are interested in getting some AnimEigo Tapes or LDs, please note that BAKA receives a 25% discount on AnimEigo products and extends that discount to all BAKA no baka subscribers. Please contact the club for more info...

**STREAMLINE** is releasing a dubbed version of the *Dirty Pair* consisting of the 10 OAV series and *Affair of Nolandia* (the first release). Streamline has also solicited for **3x3 Eyes**, dubbed. The two new **Robotech** Editions from Streamline is also being solicited. The Complete Robotech Video series will compile all





the regular English Robotech episodes for the 3 series: Macross Saga, Southern Cross, and the Next Generation. The Robotech Perfect Collection Video collection will feature 2 Robotech Episodes and then the original Japanese episodes, subtitled.

**Gall Force** is out from USMC on Laserdisc and Tape. Also from USMC is the incredible deal boxed set for Dominion. A 2 Disc CLV Box Set on Dominion for the low low price of \$69.95! Amazing...

#### ANIME IN JAPAN:

The week before the Expo, Mr. Katsuhiro Otomo signed a contract with Bandai to create his largest project since **Akira**. With a budget equivalent to **Akira** (the most expensive anime film ever created in Japan), Otomo will surely use his artistic genius to amaze both Japanese and American audiences alike. Little is known about the exact form of the project, but suffice it to say that it should have a major impact on anime fandom. There are rumors that Katsuhiro Otomo will be responsible for the animation in an upcoming episode of **Quantum Leap** where Sam leaps into an animated character...stay tuned!

It's official. **Ranma 1/2** and **Yawara TV Series** ended in September. **Ranma** ended on Sept 25, and **Yawara** ended on the 21st. The ending is described as "particularly moving". Don't worry, we spoil the ending just yet...

**Ranma 1/2 Movie II: Kessen Tougenkyou! Hanayomewo Torimodose!**

Ranma and his friends are at an uninhabited island. Kunou's yacht had washed ashore there. Then one by one, the girls started disappearing. Responsible was servants of Touma, the prince of the Tougenkyou. They were looking for candidates to be Touma's wife. One of them said to Ranma, "If you don't listen to what we say, we will turn you into a boy." Then they poured some of the water on a crab and the crab turned into a boy. Ranma and Ryouga tried to go after the water and Touma. But Touma blasted them with his "illusions" technique. Ranma went into Tougenkyou to save the girls. But he found out that they were being treated very nicely. Then Ranma changed his strategy to try to get the "turning into boy" water. But Touma said that he was going to choose his wife by the method of "kakutou omiai" (martial arts arranged marriage ceremony). This contest was full of strange things such as using chopsticks to move rice from one

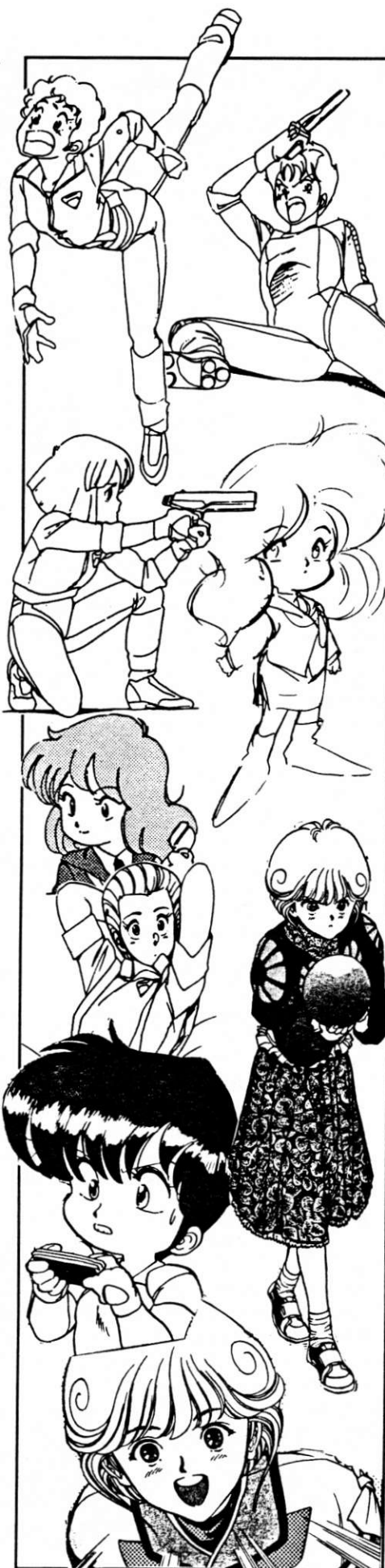


plate to another and flower arrangement...

#### Mole Diver

An action comedy series. Mecha design by Kawamori Seiji. The story takes place in 21st century Tokyo. **Mole Diver** is a super suit that was built from stuff that came from another planet. Its weakness was that it can only be used 666.8 seconds at one time.

#### Scramble Wars

This video will have characters from Artmic's other anime, "Bubble Gum Crisis", "Gall Force", "Megazone 23", "Riding Bean", and "Gaiarth". The characters will appear in SD form, and this might even turn into a series. The story will just be a wild race in the Gaiarth world. They had to travel the 500 km to Bangole City in their machines.

#### Video Girl Ai 3

This story is about the first date between Youta and Ai. Ai was very happy, and dragged Youta out to the city. Youta didn't know what to do on a date. Youta was going to look into some books, but since he was with Ai he didn't have to. They went bowling and then to the game center to play the crane game. Youta was also enjoying it too. But then Ai collapsed. It was because of the video deck which was getting too hot since that morning. Ai tried to pretend that nothing was wrong so Youta wouldn't get worried. Youta gets mad at Ai and goes to the movie by himself. Then Youta met Takashi and Moemi at the movie theater...

#### Video Girl Ai 4 Kokuhaku

The day of confession for Youta (to Moemi) and Moemi (to Takashi) had come! Takashi wasn't thinking about Moemi at all. But with Youta's encouragement, Moemi started to make a scarf for Takashi's birthday. Then Moemi said that she didn't want to give him the scarf that she made, so Youta and Moemi cut class and went shopping. But since they were wearing their school uniforms, a policeman spotted them. Youta and Moemi ran to escape. Back at school, Moemi gave her present to Takashi and told him that she liked him. But Takashi thought that things were going well with Youta and Moemi.

#### Video Girl Ai 5

Ai has gotten into big trouble! Youta, Moemi, and Takashi's relationship got scrambled. Since Moemi confessed her love to Takashi, Youta was trying to settle his feelings. Youta wanted to forget about it and live out his dream. He wanted to create a picture book to enter into a contest. Ai went out to buy some

## NEW VIDEO RELEASES

Name	Description	Sale Date	Price (Yen)	Length	Comments
Ashitahe Free Kick vol. 3	LD	On sale now	7800	??	Episodes 9 - 12
Babil 2 Sei vol. 2	LD	On sale now	6800	30 min	
Bastard vol. 1-2	VHS	On sale now	4500 ea	30 min ea	
Genji (part 1) Jou kan	LD	On Sale now	8800	45 min	
Granzort 2	LD	On sale now	4944	30 min	
Gundam 0083 vol 9 - 12	LD	On sale now	4800 ea	30 min ea	12 Vol OVA series
Houkagono Tinker Bell	LD	On sale now	9800	47 min	
KO Seiki Beast Sanjuushi vol. 2 - 3	LD	On sale now	4800 ea	30 min ea	
Macross Movie	LD BOX	On sale now	14800	120 min	3 disc - 5 sides CAV
Macross II vol. 2 - 5	LD	On sale now	4800 ea	30 min ea	
Mama ha Shougaku 4 Nensei vol. 3-4	LD	On sale now	7800 ea	95 min ea	
New Dream Hunter Rem	LD	On sale now	9800	50 min	
Nozomi Witches	LD	On sale now	12360	45 min	
Princess Army Act 1-2	LD	On sale now	4800 ea	30 min ea	
Tenchi Muyou! Ryou Ou Ki	LD	On sale now	4944	30 min	A SF action comedy
Tetsujin 28 Gou FX Vol. 1	LD	On sale now	7800	95 min	
Video Girl Ai 3 - 5	LD	On sale now	4500 ea	30 min ea	
Zetsuai 1989	LD	On sale now	9800	45 min	OVA of a girls' manga
Scramble Wars	LD	10/28/92	4800	40 min	
Fuuma no Kojiro Final Chapter	LD	11/21/92	6600	50 min	
Macross II vol. 6	LD	11/21/92	4800	30 min	
Nekohikino Oruorane	LD	11/26/92	????	30 min	
Bastard vol. 3	VHS	12/10/92	4500	30 min	
Mole Diver vol. 1	LD	12/30/92	4944	30 min	6 volumes. 1 per month
Cyber Formula 11 round 1	LD	01/11/93	4800	30 min	
Bastard vol. 4	VHS	02/25/93	4500	30 min	
Bastard vol. 5	VHS	04/25/93	4500	30 min	
Bastard vol. 6	VHS	06/25/92	4500	30 min	

materials for Youta. Things were not going that great between Moemi and Takashi. Moemi went on a date with Takashi, which was her dream, but it didn't turn out as fun as she had expected. When Moemi talked about Youta, she became excited. Takashi knew that Moemi was thinking about Youta. While carrying the materials for Youta, Ai fell down. Youta's video deck was getting hot again. Before Ai had cooled her body down with the snow, but it didn't happen this time. Ai struggled to a back street, but the fierce sparks attacked her. Then a guy in a coat appeared. The guy tried to take Ai back...

### Princess Army 1

A love comedy about a judo girl Nonoka and three young boys. After her parents died, Nonoka was brought up by her three brothers. Nonoka was very strong in judo. In high school, Yuuya drags her into making a judo club with him. Also the bishounen Shinobu(?) who hates judo gets involved too. Then Nonoka's childhood friend Hajime returns from Holland and proposes to her.

### Nozomi Witches

A boxing anime of the story between Nozomi and Ryoutarou. Ryoutarou was a normal, weak minded boy. But one day

the girl Nozomi moved in next door and changed him. Because of Nozomi, Ryoutarou joined the boxing team. Nozomi had seen the boxing talent that Ryoutarou had hidden within...

### Gundam 0083 Jion no Zankou ("The Afterglow of Jion")

Bandai released a Gundam 0083 movie on 8/29 due to increasing pressure from fans to witness this well-animated and strongly scripted OVA series on the big screen. The new Gundam 0083 movie will feature edited parts from the OVA series, plus about 10 minutes of new video. It will be about 1 hour 50 minutes.

### Macross II Vol 2: Ishtar

Where is the singer that came to earth!? Hibiki goes after the scoop! In this episode, the story moves from a space setting to earth. Hibiki saw a war for the first time in his life. Also the film that Dennis risked his life to take had been taken away by the military. But Hibiki knew something that nobody else knew. He knew about the Maldook singer Ishtar. Hibiki had brought her back to earth and tried to keep her a secret with the help of his hair dresser friend. Hibiki tried to talk to her. After a while Ishtar began to open up to him. But when Hibiki took his eyes

off of her for a little while, Ishtar vanished. Hibiki tried to look for Ishtar. Meanwhile Ishtar was being drawn closer to Macross. But the one who found Ishtar was Fef, the leader of the Maldook forces that attacked earth. Although Fef won the battle, he had lost his singer. So he had come to look for Ishtar.

### New Dream Hunter Rem

The popular Dream Hunter Rem series has been refreshed. Rem goes into people's dreams and fights against evil with her pets Alpha (dog) and Beta (cat). In this story, Rem goes into the dream of an old cyborg that was sleeping in Europe.

### VIDEO GAMES

**Gun Buster Top wo Nerae vol 1** (on sale now, 6800 yen, for Super CD-ROM^2) This software is also a "digital comic" format. It takes the story from episode 1 and 2 of the OVA and you get to choose Noriko's actions. It includes 200 new graphic pictures. Since the OVA was made for fun, this game has a lot of humor too. Even after clearing the game there are some bits of fun. There are some NG (no good) scenes and other gags from the OVA.

Continued on page 34...



# THE B.A.K.A. ANIME JUKEBOX

## Gundam Singles History

King Record Co. - K32X 7045

Reviewed by Benoy Koshy

T#	Track Title	Time	Notes	Rating
1	Tobe! Gundam	2:43	TV:Opening	5.5
2	Eien ni Amuro	2:57	TV:Amuro's Theme	6.0
3	Char ga Kuru	2:58	TV:Char's Theme	6.0
4	Kirameki no Lalah	3:09	TV:Lalah's Theme	6.0
5	Ima wa Oyasumi	4:39	TV:Closing	7.5
6	Suna no Jujika	4:54	MOVIE I	6.0
7	Star Children	4:16	MOVIE I	6.0
8	Ai Senshi	3:48	MOVIE II	6.0
9	Kaze ni Hitori de	3:26	MOVIE II	6.0
10	Beginning	3:24	MOVIE III	7.5
11	Meguriai	4:21	MOVIE III	7.5
12	Z Toki o koete (Long Version)	4:54	Z Gundam 1st Open	8.0
13	Hoshizora no Believe	3:27	Z Gundam 1st Close	7.5
14	Gin'iro Dress	3:58	Z Gundam Image	8.0
15	Mizu no Hoshi e ai o Komete	3:39	Z Gundam 2cd Open	9.0
16	Anime ja Nai	4:02	Gundam ZZ 1st Open	9.0
17	Jidai ga Naiteiru	4:39	Gundam ZZ 1st Close	7.0
18	Silent Voice	4:25	Gundam ZZ 2cd Open	9.5
19	Issen Mannen Ginga	3:36	Gundam ZZ 2cd Close	8.5
OVERALL		Time: 74:06	Rating:	7.2

## GUNDAM SINGLES HISTORY

This CD is a must for Gundam fans and may enrich the collections of those not so big on Gundam. Its definitely a money saver for those who want to avoid the boring classical tracks on the special CDs. The classical tracks really can't be appreciated without the pictures; the vocals on the other hand, they can be fully appreciated by themselves. The CD starts off mediocre, as one must consider the time period ('78-'79) when these songs were recorded, but progresses successfully towards the more modern songs. Note: 2 Tracks are missing from the original record (vinyl) release: The Amuro song sung by a female singer (which is excellent compared to the male sung version), and an instrumental track of the 2cd Opening to Z Gundam. The CD lists between \$30-\$32 US.

## Ranma 1/2 Vocal Collection 1 - Fast-Paced Song Battle

Pony Canyon - PCCG - 00086

Reviewed by John Brisson

T#	Track Title	Time	Notes	Rating
1	Heart/Secrecy 2	1:44	Song	8.0
2	Little Date	2:35	Song	9.0
3	Musabetsu Kakuto Ichokusen	2:29	Song	4.0
4	Lovers	3:50	Song	9.0
5	Rink Battle	3:09	Song	4.0
6	Not Cute, Not Erotic	3:35	Song	7.0
7	Let's Go to the Forest	2:01	Song	3.0
8	Love Letter From China	2:24	Song	8.0
9	Dream Balloon	4:28	Song	9.0
10	Akane's Lullaby	3:37	Song	9.0
11	Ranma the Ranma	3:12	Song	7.0
OVERALL:		Time: 33:23	Rating:	7.0

Akane sings on her own tracks 1 and 10. Ranma sings on Tracks 6, 8, and 9. Track 1 consists of Akane Tendou being an Idol Star, with Tatewaki Kunou in the crowd and he echoes her singing. Track 2 has Shampoo, Ranma-chan and Akane singing together and is one of the best songs on this CD. Track 3 features Genma trying to sing about honor, but he gets turned into a Panda. We all know that Pandas can't sing. Track 4 is Shampoo's solo. Track 5 is an attempted song by the skating duo of Azusa Shiratori and Mikado Sanzenin. Track 6 is a song by Ranma-Kun. Track 7 is a recording of a torture session conducted by Kodache Kunou. Track 8 is a nice song by Ranma-kun and Ranma-chan. Track 9 is a song well done by Ranma-chan. Track 10 an excellent song done by Akane. Track 11 is a group song and everyone gets into the act here. Price ranges from \$30 - \$32 (US).



# CHANNEL BAKA

## KIMAGURE ORANGE ROAD

### TV EPISODE GUIDE - Part 2

By Vlad G. Pohnert

This is the 2nd part of the 4 part KOR TV episode guide.

The Manga corresponding stories are listed for each episode. It should be noted that some of the stories in the manga differ slightly to those in the TV series. Also, the Manga volume and page number reference corresponded to the soft cover books and not the hard cover ones.



#### Main Characters

**Kasuga Kyousuke:** The main character of the series.

**Madoka Ayukawa:** A girl who Kasuga falls madly in love with. She is in the same class as Kasuga.

**Manami & Kurumi:** Kasuga's younger sisters.

**Jingoro:** Kasuga's family cat.

**Kasuga's Father:** A professional photographer.

**Hikaru Hiyaama:** A cheerful and bubbly young girl who has a fanatical crush on Kasuga.

**Hatta & Seiji Komatsu:** Kasuga's friends from school who are always hitting on his sisters.

**Master:** The owner of the cafe Abcb. Madoka works part time for him.

**Yuhsaku:** A Karate expert who knows Hikaru and Madoka from childhood. He is now after Hikaru and gets rather hot tempered when she is with Kasuga.

**Kazuya-Kun:** The 5 year old cousin of Kasuga. Kazuya has the ability to read other people's minds which tends to complicate Kasuga's already complicated Love life

#### Episode #13 - "Catching Attention!! Hikaru's Big Transformation"

**Manga Equivalent Story** - "I'm Not A Child" (Vol 3 Page, 113)

**Episode Description:** A very seductive looking girl grabs the attention of all the boys at the school's garbage pickup day. It turns out to be Hikaru all dressed up! The next day, Hikaru shows up again dressed up, driving all the guys at school crazy. Kyousuke even ends up inviting Hikaru instead of Madoka to a concert. During the concert, Kyousuke mistakes Hikaru for Madoka due to her new image. This results in him calling Hikaru Madoka. Hikaru runs off crying. This causes a showdown between Yuhsaku and Kyousuke that is broken up by Hikaru. Later at Abcb, Hikaru decides to return to being her old self...

**Comments:** The Rock group "Bobson" sounds like it was changed from "Boston" to avoid copyright infringement!

#### Episode #14 - "Premonition Dream Kyosuke and Madoka Break Up!"

**Episode Description:** Kyousuke has a premonition dream about breaking up with Madoka. The next day at a gym, Kyousuke finds Madoka wrestling and Hikaru looking on. Kyousuke begs Yuhsaku to teach him karate so he can become stronger. Later at Abcb, Yuhsaku enters telling Madoka to come with him. He explains to her that Kyousuke tried to take on the Karate Master and was beaten up. When they arrive, Hikaru starts to cry in regards to Kyousuke's unconscious condition. Madoka tells her to go and wash up. Madoka is about to what looks like kiss when Hikaru walks in. Kyousuke is left to wonder what Madoka's intention was. That night at Abcb's Tanabata party, Kyousuke talks outside with Madoka who writes down her wish and puts it onto the Tanabata tree (wishing tree). Kyousuke wants to read it, but Madoka covers his eyes not wanting him to see what she wrote....

**Comments:** This is the second time that Madoka and Kyousuke come really close to kissing. The first time, Kyousuke was drunk and tried to kiss Madoka who then slapped him.

#### Episode #15 - "Madoka's Decision !! End Of Triangle Relation!"

**Episode Description:** Hikaru wonders if there is another girl in Kyousuke's life after the way he acted towards her. Madoka tells her not to worry. The next day, Madoka gives Kyousuke the cold-shoulder treatment and avoids going with him and Hikaru to help Kyousuke's father set up his photo gallery. Hikaru asks Kyousuke if there is another love in his life to which he denies. Later, Kyousuke goes looking for Madoka. He repeatedly tries to phone her, but only gets her answering machine. Finally, Madoka answers the phone, waving and smiling from her bedroom window to the phone booth from which Kyousuke is phoning. The next day at the gallery, Kurumi



and Manami ask Kyousuke which of the two picture of Madoka or Hikaru Kyousuke likes better. Kyousuke does not answer as both Hikaru and Madoka arrive...

**Episode #16** - "Believe It Or Not, Madoka Saw A UFO"

**Episode Description:** Madoka and Kyousuke spot what seems to be a UFO. After coming home, Kyousuke finds his sisters creating UFOs using their powers. Kyousuke is now convinced that what he and Madoka saw was created by his sisters. The next day, Hikaru gets a hold of what happened to them and, before long, everyone in the school knows that they both saw a UFO. Kyousuke denies seeing anything, making Madoka look like a liar. Kyousuke goes off in search of Madoka. He finally spots her on a motorcycle riding with several other girls. Kyousuke borrows Master's bike to go after Madoka. Finally, he meets up with her and apologizes to her for denying seeing the UFO to everyone and making her look like a liar. She smiles and says that it's OK. At the end, everyone in town sees a UFO...

**Comments:** This episode shows us Kyousuke's determination towards Madoka, as we see him fall down cliffs, swim rivers, and just about get killed when trying to catch up with her.

**Episode #17** - "Summer's Temptation!! Double Date Out Of The Blue"

**Episode Description:** Kyousuke agrees to meet with Madoka at the library to work on homework. Kyousuke ends up going swimming with Hikaru and the gang before he is to meet Madoka. After he meets with Madoka, he spends the afternoon teleporting back and forth between the pool and the library. Finally, he gets so tired, that he starts to fall asleep over his work book. Madoka gets up and leaves telling him he should get some rest. Kyousuke is invited by Hikaru to attend the fireworks festival with her. He declines and goes home to finish up to the page he and Madoka agreed to do at the library. After completing the work, Kyousuke runs to Abcb. There, he shows Madoka the completed homework, and she laughs saying over half are wrong! Realizing it is too late to go to the festival, Kyousuke uses his powers to teleport a package of sparklers from home. Madoka and Kyousuke sit with each other lighting the sparklers...

**Episode #18** - "Madoka's Challenge!! Legend Of Big Wave At Ghost Beach"

**Manga Equivalent Story** - "(Isaribi koiuta)" (Vol. 3, Page 71)

**Episode Description:** Kyousuke,

Madoka, Hikaru and Yuhsaku are heading to a beach resort. When they get there, a old man tells everyone about the legend of the ghost lady that haunts the beach. That night Madoka spots a lady who fits the ghost's description as she enters the sauna room. Later, Madoka and Kyousuke go to the beach at night to find one of Madoka's T-shirts. Madoka spots the lady sitting on the beach. This scares Madoka so much that she passes out. The lady explains to Kyousuke that she is not a ghost, and that her boy friend died 3 years ago trying to ride the wave. For the sake of his memory, she wants to ride the wave, but can't because of a foot injury. The next day, after Madoka hears of the lady's story, she decides to ride the wave for her. Madoka seems to be riding the wave as it comes until suddenly she fall off. Kyousuke uses his power to save Madoka's life. As Madoka makes it to the beach, she thinks the lady's boyfriend's spirit had saved her, unaware it was actually Kyousuke...

**Episode #19** - "Two's Experience!! The Forbidden Island"

**Manga Equivalent Story** - "The Forbidden Lover's Island" (Vol. 3, Page 92)

**Episode Description:** Yuhsaku, Kyousuke, Madoka and Hikaru are spending the day at the beach. Yuhsaku suggests they have a race to an island. On the way to the island, their boats get separated and Madoka and Kyousuke reach the island alone. Kyousuke falls asleep, exhausted from using his power to row to the island. After he wakes up, Kyousuke goes to look for Madoka. Later, they both enjoy them selves in the afternoon by chasing each other, building sandcastles and exploring the island. Back near the mainland, Hikaru is commanding a tired Yuhsaku to keep on rowing, and suddenly they realize that they are back at the beach the started from! Kyousuke and Madoka decide to head back to the mainland, but they find the row boat gone! Madoka starts to climb up the side of a cliff to see what is on the other side. Kyousuke spots her and starts to climb after her. Madoka slips and starts to fall. Kyousuke uses the last of his power to save her. Later, as it gets dark, they build a fire and talk. They are about to kiss, when a search helicopter spots them with Hikaru waving from inside...

**Comments:** This is one of the best episodes of the whole series. This episode shows why Madoka and Kyousuke are destined to belong to each other. The selection of music adds greatly to enjoyment of the episode.

**Episode #20** - "Witness, Hikaru!! Summer Camp is Lots of Danger!"

**Manga Equivalent Story** - "A Suspicious Hikaru" (Vol. 4, Page 95)

**Episode Description:** At a school sponsored tennis camp, Kyousuke accidentally returns a smash from the coach, putting him into the experienced "A" class along with Madoka. Later, while Kyousuke is collecting firewood for the camp fire, the coach coaxes Kyousuke into playing him in a rematch the next day. This worries Kyousuke all night and finally Madoka ends up helping him practice his tennis swing. Hikaru, searching for Kyousuke, sees this and is shocked to see them so close together. The next day Hikaru is thinking to herself on a lake pier. The coach arrives and convinces a reluctant Hikaru to join him on a boat ride where he tries to take advantage of her. This action results in Hikaru falling into the lake from the boat. Kyousuke arrives and saves Hikaru. That night Hikaru goes over to Kyousuke's cabin and apologizes to a sleeping Kyousuke for doubting him. She kisses him on the cheek. Meanwhile, the coach tries to take advantage of Madoka and ends up getting beaten up! Later that night, Kyousuke wakes up and wonders why his dream ended with Hikaru kissing him!...

**Comments:** This episode has Hikaru actually upset over Kyousuke since she sees him and Madoka together. One wonders if Hikaru is starting to suspect Kyousuke's relationship with Madoka!

Continued on page 31...

#### Ushiko-san & Umao-san

#### Running Joke:

During the run of the TV series, a continuing parody to Romeo and Juliet by a young couple's declaration of love to each other appeared in almost every episode (Sometimes in the strangest places!). Listed below are in what episodes of the 12 listed in this article they appear in, where, and how many minutes into the episode (not including commercials)

Ep.#	Where	Time
13	On a park bench	6:00
14	In the wrestling gym	5:45
15	In their apartment	2:00
16	Underwater	11:00
17	Swimming at the pool	4:30
20	At tennis camp	3:30
22	At the night club	18:00
23	In a parked car	17:00
24	In a park	10:30

# BAKA STORY FEATURE

## "BAOH II"

By Chris Safruk

### What went before:

Baoh was originally created in 1984 by Hirohiko Araki in manga form. The Baoh story has since been animated in OVA form and the manga has been translated by Viz. The story centered around a young psychic girl, Sumire, who was being tested upon by government agents. She managed to escape along with a strange new being, an experimentee like herself: Ikuro. Ikuro and Sumire were hunted by the government mutant agents and army forces. Ikuro and Sumire were attacked several times and each attack transformed Ikuro into Baoh! In a flashback, we learned that Ikuro had been in a traffic accident earlier and the government decided to use Ikuro for an experiment. The operation saved his life but also transformed him into Baoh. Baoh is an organic creature, a wormlike parasite, which enters the body and controls certain adrenalin and hormonal responses in the host body to defend itself. Ikuro gained the advantage of incredible strength, power, speed, forearm blade weapons, hair needle attacks, acid secretion, and electrical attacks. Sumire was kidnapped to lure Ikuro back to the laboratory. Ikuro managed to save Sumire and destroy the laboratory at the apparent cost of his life. He was last seen sleeping deep in the depths of the ocean...

\*\*\*\*\*

Seven years have passed since the death of Professor Hazyeye, and the destruction of Judas Laboratories. Sumire has grown up and attends Furinkan High School, and she has her own life now. However, she still hasn't forgotten Ikuro...

### ACT ONE

The sun shines through the classroom windows, and all the students sweat in its heat. The odd breeze that blows through the screens does little to alleviate their discomfort. And so they bake, bad naturedly, each wishing that he could take a swim in the school pool, rather than sit in a pool of perspiration.

The teacher seems completely unaffected by the heat. He carries on with

the lesson as briskly as always, only pausing to ram yet another concept home, or to receive a student's question. Not that there are many of those, anyways; most students could care less right now. The teacher finishes scribbling on the markerboard and turns around to face the slowly cooking class.

"Questions?", he barks into the silence.

The people in the room all stare at him blankly, their minds in neutral. The silence drags on into eons. A curtain billows in a barely felt zephyr.

"Well?", he asks again, even more harshly. "Are there any questions, or shall I go on with the lesson?... Is this concept that simple?"

After a second, one brave young woman raises her hand. The teacher relaxes slightly; he didn't want TO CARRY THE LESSON ANY FARTHER THAT DAY.

"YES, WHAT IS YOUR QUESTION?"

The girl stands and says, "Well Outsuka-sensei, I was wondering if we could halt the lesson for the day. It is extremely hot, and we are unable to concentrate, so..."

The teacher, Outsuka-sensei, may have wanted to end the lesson, but for a student to suggest it was, to him, outrageous. His eyes bulge slightly, as they always do when he is angry, and the class braces for a torrent. Some whisper a silent sayonara to the standing girl, and others only hope that they are spared the flak.

But nothing happens. Outsuka-sensei only glares at the girl. She stares back almost defiantly.

"Sumire, is it?" the teacher asks.

She nods and tosses her hair out of her eyes. He continues to study her.

Sumire appears as a typical Japanese high school student, although she stands

out with her naturally blond hair and her otherworldly looks. She possesses the cool self-confidence that many lack until they are out of school for many years, and her self assurance almost blows Outsuka sensei away.

The battle of wills continues, and Outsuka-sensei, sensing that he is about to lose, opens his mouth to begin a scathing lecture. He closes it again and frowns. The class recoils. Something seems wrong, he thinks. Should the brushes on the ledge be moving about by themselves? The students notice something a little more important, and begin whispering among themselves. They quickly shut up, though, as the tremors grow stronger, and desks begin sliding across the room of their own accord. A painting of Mount Fuji hurls itself onto the floor, shattering its frame. The teacher grabs onto his desk and shouts into the growing noise of the room. Unfortunately, he cannot be heard over the din, and it quickly becomes a moot point anyway. Another tremor topples him to the floor. His eyes lock for a moment with Sumire's before he is flipped across the classroom. Through it all, Sumire remains standing, as though the day were calm, and the floor wasn't heaving under her feet like a ship at sea.

After about a minute and a half, the earthquake subsides. Silence reigns for a short time, then a confused babble breaks out.

A few of the more foolhardy students follow Sumire's example and stand up, but the majority feel safer hugging the carpet. Sumire merely looks around, smooths her hair into place and heads for the door. The teacher finally recovers his wits and shouts after her, but the door shuts on his words. Outsuka-sensei rushes to the door and yanks it open to yell after her, but an aftershock sends him back to the hardwood of the hall.

Sumire carries on down the hall, completely unaffected by the tremors, and dodges a few flailing students. The earth movements cease as she exits the school and heads for the train stop. Several students run past her, intent on securing seats, but Sumire doesn't break her even-paced stride. She reaches the stop at the same time the train does; they are designed to be unaffected by most quakes.

There is another aftershock as she boards, and then she is seated inside and



the campus begins sliding past her. She looks back at it for a second, perhaps regretting that she can't go back to her class, then settles back into her seat.

Back in the ravaged school, Outsuka-sensei's howl echoes down the halls.

"SUMIRE!!"

\*\*\*\*\*

The room is silent, save for the clicking of a keyboard. One man is messing about with a computer while another stands behind him. The operator is quite pasty-faced, and possesses a nerdy air about him; obviously, he doesn't get out often enough. The man behind him, however, is so pale that he makes the sysop look sunburnt by comparison.

"So, what is it you wanted me to see?" the watcher asks. "I have a very tight schedule, you know."

"Yes, I know. Please, sir, be a little more patient." the programmer nearly whines, never pausing in his key tapping. The pale man opens his mouth to make a smart rejoinder when the monitor screen changes and is filled with glowing figures.

"There you go." proclaims the sysop, smugly leaning back in his chair. The pale guy pushes him out of the way, an easy feat, and practically sticks his face through the monitor screen.

"Yes, I see now..." he murmurs. He taps a few keys. "Very interesting... Give me your chair and get out of here." he snaps.

The sysop surrenders the chair and prepares to leave. Just as he opens the door, the man seated at the terminal calls over his shoulder,

"Go to Shimazu and tell him to reward you for your good work. You deserve it."

"Really, doctor? You think so?"

The doctor doesn't pause in his contemplation of his screen, but only nods.

The operator happily closes the door behind him, whistling. The doctor waits, listening. There is a muffled bang, a cry. He smiles and goes back to studying his numbers.

Some time later, there is a knock at the door. The doctor, who is now tapping furiously away, calls, "Who is it?"

"The general." comes the reply.

"Come in" says the doctor, grimacing.

The door opens and a large man walks in, wearing a military uniform. He has enough medals on his chest for a museum's trophy case and they jingle quietly as he walks. The doctor stops his key-pounding, stands and proffers his right hand to the general.

"My God, Novak." says the military man. "You look more and more ghoulish every time I see you."

"And you, General Whitman, are wider every time I see you."

The general laughs heartily, and says "Enough chit-chat. How's the project coming along?"

"Excellent, general. What it took Hazyeye nearly twenty years to accomplish I have achieved in only five. I have managed to reconstruct nearly ninety percent of Hazyeye's research and expect to be at the point he reached within ten days."

"And then?" Whitman prompts.

"Then..." grins Novak. "I leave it up to you."

The general's smile reminds Novak uncomfortably of a shark. "Glad to hear it."

A few seconds pass by, and Whitman continues.

"I was wondering, Novak. Wasn't Professor Hazyeye your teacher?"

"Yes, I had the good fortune of studying genetics under him just after he joined Judas. Why?"

The general gestures expansively. "I was just thinking. You follow his lead here, in the field of experimental biology. Just don't follow his footsteps into the field of dying, either."

"Oh, surely not, Whitman." soothes Doctor Novak. "I will have this experiment firmly under my control. None of the previous mistakes will happen."

"They better not. I haven't waited another seven years to see this project end like Judas did." the general says meaningfully.

Novak smiles easily. "Don't worry. I know what I'm doing. Hazyeye didn't. I know where he went wrong, and have taken steps to avoid repeating his errors.

There will be no problems this time, I swear it."

The general simply grunts and reaches for the door handle. Just before he opens it, he says,

"But not even you are perfect, Hanse Novak. You've made a few mistakes, too. I suggest that you stop it immediately."

For once Novak doesn't have a reply. The door snicks shut. Novak sits for a few moments, staring at the monitor and drumming his fingers on the keyboard. Over and over, the letters "sfgh sfgh" appear on the screen.

An attachment by the keyboard beeps softly, bringing Novak out of his trance. He swears when he sees what he has written on the screen, then stabs the little glowing blue light on the attachment. He says tiredly, "Report."

The data on the screen is replaced by a man's face. This new guy is Caucasian, and American to boot, as can be told from his accent. He says in English,

"This is agent number 37, reporting at 14:17, May 8, -"

Novak cuts him off harshly.

"I know all that crap, so just get to the report, already. What do you have to say for yourself?"

The agent frowns. "I traced the target to Furinkan High School and was prepared to acquire her there, but she appears to have left during today's earthquake. She was last seen boarding a train, but subsequently dropped out of sight. I have already called her apartment, but there was no answer. Her present location is now unknown."

Did you check her apartment, at least?"

"Number 128 is doing so and I have had the local train stations staked out already, so she won't get far. We will find her, I promise."

"You damn well better, 37. Timing is critical. I've got Whitman breathing down my neck and his superiors are getting impatient. So am I."

"I understand, Doctor. I will do my best. 37 out."

The connection is broken. The screen returns to its former condition; figures scroll past as the computer does some unknown things to itself."

"No you don't understand, you dumb bastard." Novak mutters to the monitor. Then, "Sumire...did you know? I'm not surprised... What the hell are you up to?"

\*\*\*\*\*

Sumire is travelling cross country by train. Ever since her childhood, she's disliked and been attracted to trains. She caught this one in the nick of time; she had the ticket and raced the train through the station and had to jump aboard at the last possible instant. Amid the shocked looks from the other passengers, she had handed her ticket to the stunned conductor and taken her seat. She then dozed off, lulled by the noise and constant motion.

She is awake now, and watching the scenery roll by at 100 kph. After a while, she begins to look through the scenery, and her thoughts drift back to the time she and Hashizawa had spent together. She remembers the entire time perfectly, from the time she first saw him in the watery womb, to their final parting, a kilometre underneath Judas Laboratories, with Walken's insane bellows echoing in her ears, and all the adventure in between. She remembers most vividly of all, however, the night she and Ikuro had spent in the condemned apartment, and the conversation they had.

Sumire snaps out of her reverie, and glances about. Someone was watching her, she thinks. The only people in the car are two suited businessmen, a couple making out, and an American tourist. She studies the tourist briefly; he is wearing sunglasses and is sleeping. That's kind of odd, she thinks. He should be avidly watching the scenery. But maybe he's very tired. She watches him a little longer, then turns away and sinks back into her memories.

The train pulls into a small town, and Sumire gets off. Other people disembark as well, and they mill about, waiting for their baggage. Sumire had none, so she just leaves. Outside, a company taxi is waiting, so she gets in and instructs the driver to take her to the hotel.

"You got it, babe." he says as they pull out.

During the trip, he repeatedly tries to engage Sumire in conversation, but she remains steadfastly silent. He finally gives up and concentrates on his driving, which is probably better anyway, considering the amount of traffic on the streets. Once they reach the hotel, Sumire pays the 911 yen

toll, and then carefully adds a five percent tip. The driver thanks her and winks. She slams the door in his face and walks into the hotel.

Checking in only takes about ten minutes. She spins the key ring around and around her finger while she waits for the elevator. It finally arrives and she gets in, pressing the fifth floor button. Just before the doors close, she senses something. She looks into the lobby. Standing at the desk, checking into the hotel, is the American tourist she saw on the train.

She doesn't even allow herself to think until she is safely in her room with the door locked. Then she goes wild.

Who the hell is he? Why is he following me? (Who says he is, though), says that little voice inside her that she recognizes as her imaginary opponent. (He does look like a tourist. And this is the only hotel in town, so he had to come here.) But he's dangerous. I sense it. (You've been wrong before, Sumire.) But this time I know that I'm right. The little voice shuts up.

She leans back on the bed and looks at the bathroom door.

"I sure could use a shower right now." she says aloud.

She gets up and vanishes into the bathroom, stripping off her clothes as she goes.

Noon. Sunlight pours in through the window slats, striking Sumire's face. She groans and blearily opens her eyes. She cries out and shades them.

"Owwwww.", she says, rubbing at them. She blinks and looks at the clock on the wall. "12:03!" she cries. "I'm going to be late!"

She zooms around the room at Mach 12, throwing on her clothes and brushing her hair. She briefly contemplates makeup, then decides to put it on in the taxi. Out she rushes into the hall.

The taxi ride is fairly long, since she is headed out of town and down the highway. Finally, she stops the ride and gets out in the middle of nowhere. She pays off the driver, who shakes his head in wonder at this teen knockout, and walks into the forest. She struggles with foliage for quite some time before she breaks free of it. She stands on a lake shore. Everything is peaceful, and Sumire sits down on a log.

Looking around, Sumire notes the differences that seven years has made. The pillar of rock in the lake's middle has fallen down a bit more, but enough remains to make for an interesting silhouette as the sun goes down. Little else has changed; the forest has moved in a bit, but everything looks much as it did seven years ago.

It gets dark and the moon comes up. Full, Sumire notes, as she knew it would be. The moonlight reflects off the lake water, turning it to molten silver, and Sumire leans back. She could wait forever now; the event she foresaw seven years ago is now at hand.

Seven. What a coincidence, she thinks. Seven and ten make seventeen...

The earth tremor jolts her out of her thoughts. Another movement makes her sit forward in anticipation. Waves begin lapping at the shore, rolling ever higher. This quake is more powerful than yesterday's, and Sumire is flattened by its force.

Once it passes, she remains lying down, waiting for another. The second is more of an aftershock than anything and it passes in a few seconds. Sumire stands and looks at the lake expectantly. Most of it has vanished; a large portion of the lake bed was thrust up by the quake. Hesitantly at first, then more confidently, Sumire walks out onto the new land. She is looking for something, it seems; she moves about purposefully. At last she sees it from a distance, atop a boulder. She moves towards it at a rate somewhat faster than safety would dictate. The terrain is very slippery and many surfaces are covered in slime.

Finally, she reaches her target and slowly begins climbing the boulder. Once she reaches the top, she remains on her knees to avoid falling off and spilling her brains all over the stone beneath her. She stares at what she has risked her life, or her legs at least, for a few seconds. It is a young man, in remarkable condition for being submerged for seven years. His eyes slowly open and he coughs water from his lungs.

It is then that Sumire whispers his name; for the first time in nearly seven years he hears it: "Ikuro."

----- End of Act 1 -----



strikeforce

BY LESTER YUNG

BARA

PART 2

GAT  
DE



KRAK-

BOOM!

BEN! VLAD!

JOHNATHAN! DO YOU HAVE  
THE ZETA AND THE GELGOOG\*  
ON YOUR SENSORS?

\* BEN PILOTS THE ZETA GUNDAM,  
VLAD PILOTS THE GELGOOG.

EMF EMISSIONS FROM  
THE ENERGY STREAM ARE  
INTERFERING WITH THE  
READINGS — I CAN'T  
FIND THEM!

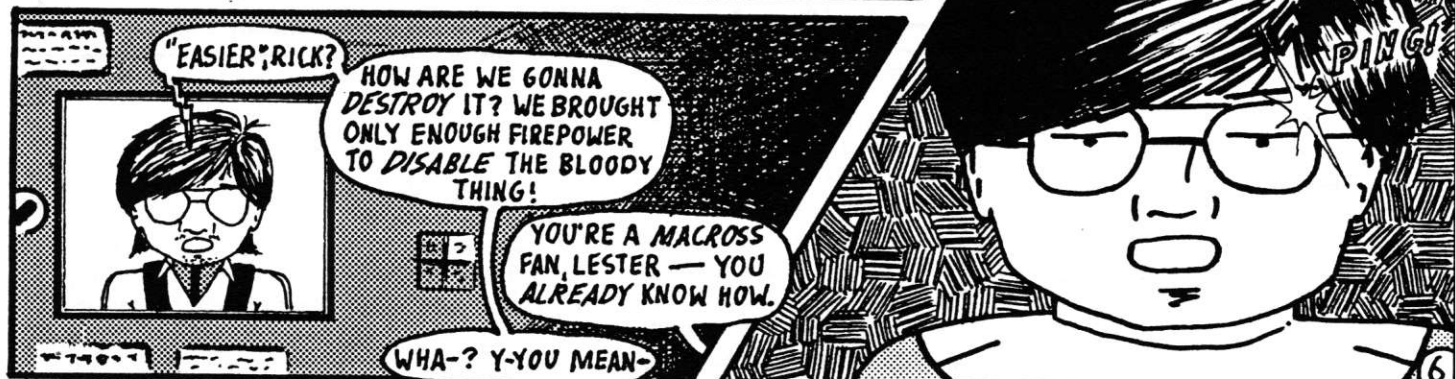
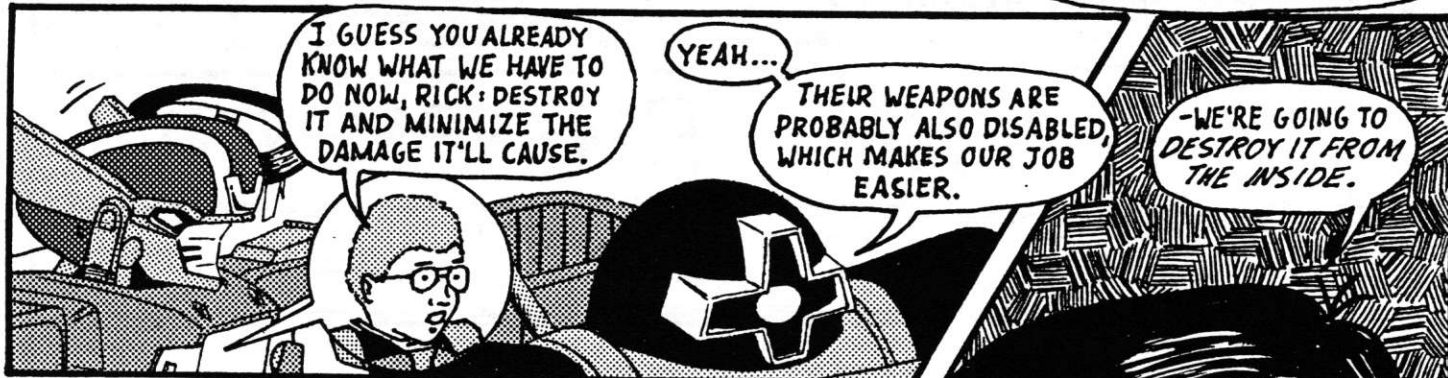
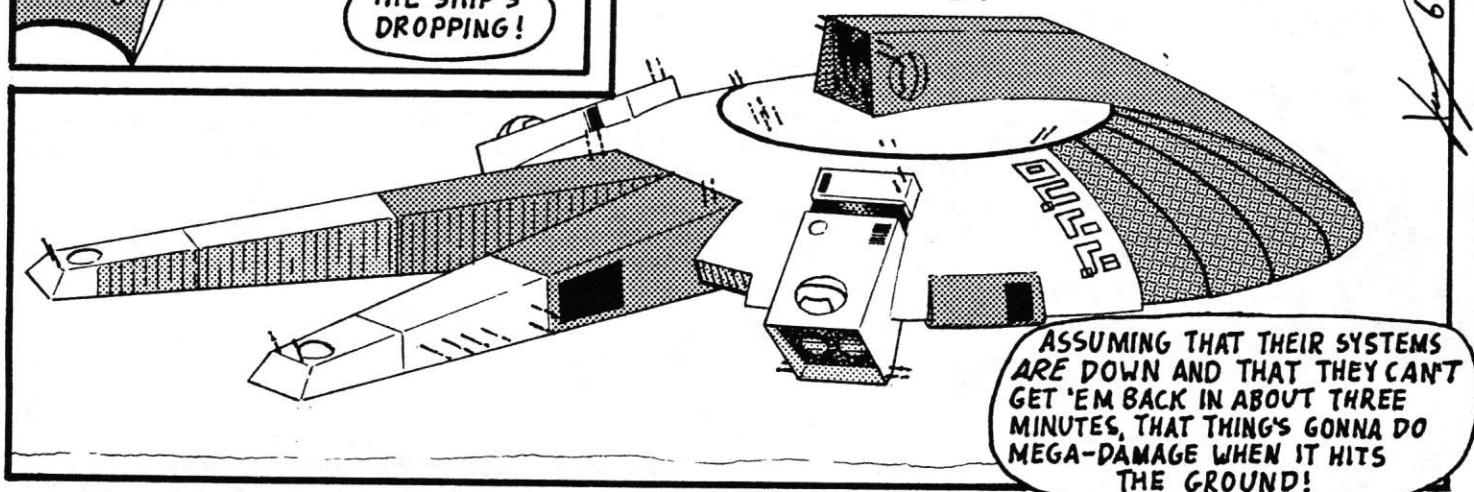
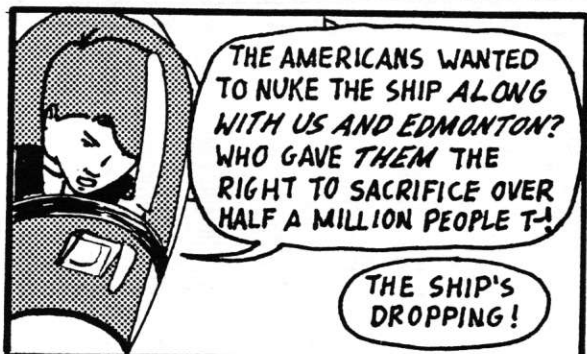
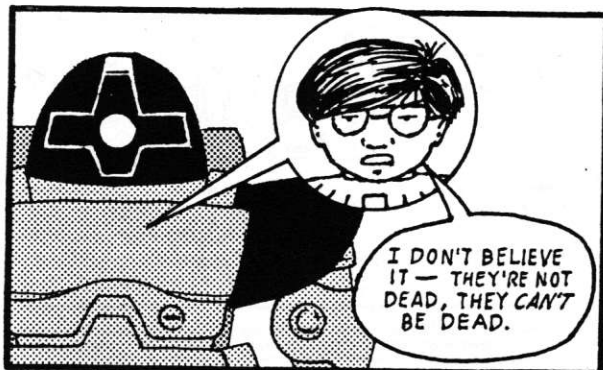
VRM-VRM-VRM-VRM...

THE INTERFERENCE'S GONE —  
PERFORMING MULTI-SCAN...

FORGET IT,  
JOHNATHAN —

THEY'RE  
DEAD.

OH,  
CHRIST.





MOMENTS LATER, ON RICK'S MONITOR SCREEN...

ARE YOU SURE  
JUST ONE OF MY  
MISSILES IS ENOUGH,  
JOHNATHAN?

YES, CAM. THEIR  
OBSERVATION WINDOW  
IS THE WEAKEST SPOT  
ON THE SHIP.

HOW MUCH DAMAGE,  
JOHNATHAN?

UH... WE'RE  
THROUGH, AN OPENING  
ABOUT 7 METRES  
IN DIAMETER.

ONCE WE'RE INSIDE,  
BE READY FOR ANY-  
THING.

LIKE MAYBE AN AMBUSH  
BY A ZILLION H.R. GIGER  
ALIENS? THAT'D MAKE  
MY DAY.

"GREAT" OBSERVATION  
WINDOW — IT'S ALMOST  
PITCH BLACK IN HERE!

I'M HITTING MY  
VALKYRIE'S SEARCHLIGHTS.  
LES?

YEP,  
SAME HERE.

HMPH!  
NOBODY'S HOME!

MAYBE THE SHIP'S UNMANNED;  
THAT MIGHT EXPLAIN WHY NO ONE'S  
BEEN ABLE TO COMMUNICATE  
WITH IT.

IF THAT'S TRUE, THEN  
AT LEAST WE WON'T BE  
RUNNING INTO ANY OF  
WARREN'S ALIEN MON-

SOMETHING  
MOVED!

WHERE?

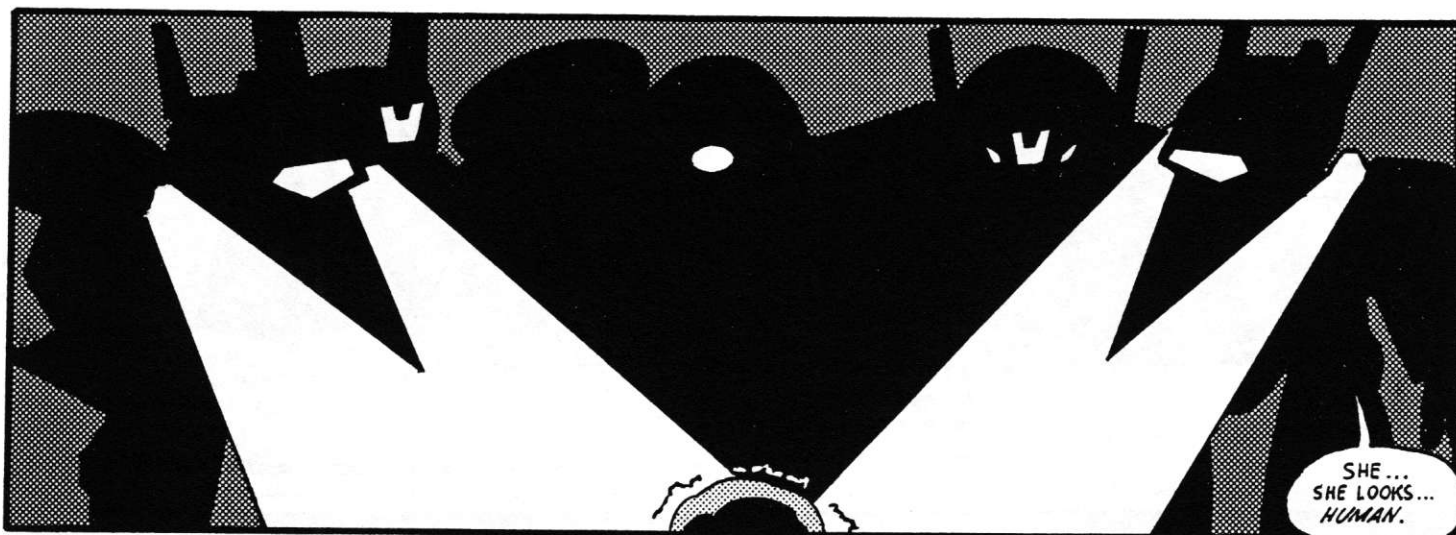
ON THE RIGHT,  
BY THE RUBBLE!

TAM ON

GET READY  
TO FIRE!

PING!

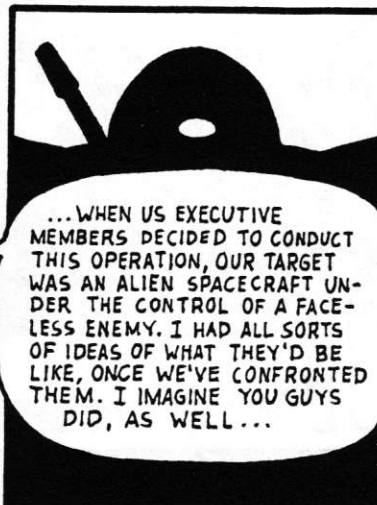
LOCKED ON



SHE ...  
SHE LOOKS ...  
HUMAN.



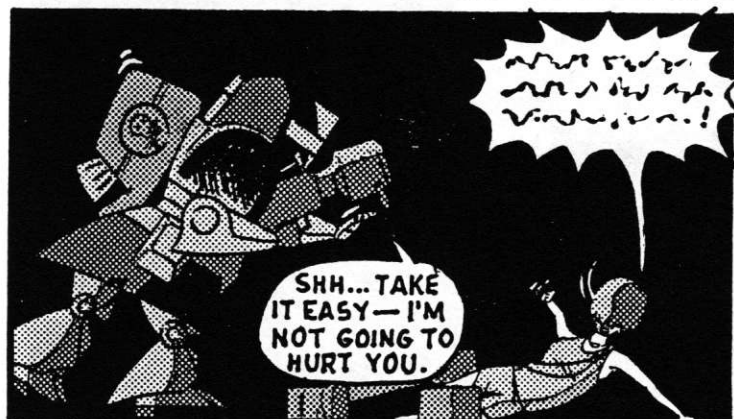
OH,  
CHRIST...



...WHEN US EXECUTIVE  
MEMBERS DECIDED TO CONDUCT  
THIS OPERATION, OUR TARGET  
WAS AN ALIEN SPACECRAFT UNDER  
THE CONTROL OF A FACE-  
LESS ENEMY. I HAD ALL SORTS  
OF IDEAS OF WHAT THEY'D BE  
LIKE, ONCE WE'VE CONFRONTED  
THEM. I IMAGINE YOU GUYS  
DID, AS WELL ...



...BUT I NEVER IMAGINED THIS:  
A HUMAN-LOOKING GIRL ABOUT OUR  
AGE, UNARMED AND NON-THREATENING,  
TRAPPED UNDER A PIECE OF DEBRIS  
WE CREATED, STARING WIDE-EYED AT  
US, TREMBLING LIKE CRAZY BECAUSE  
SHE'S SCARED WE'RE GOING TO WIPE  
HER OUT OF EXISTENCE.

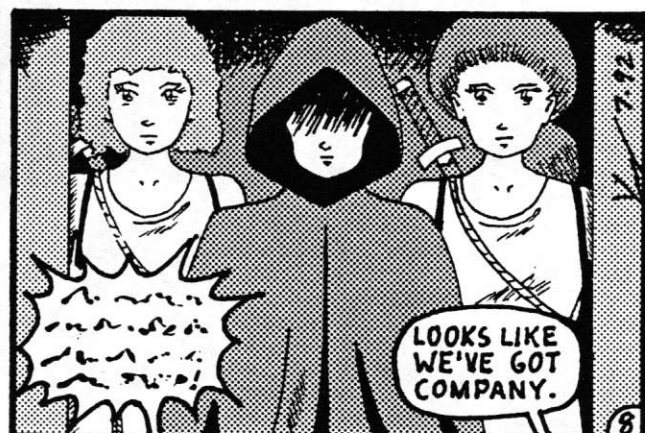


SHH... TAKE  
IT EASY—I'M  
NOT GOING TO  
HURT YOU.



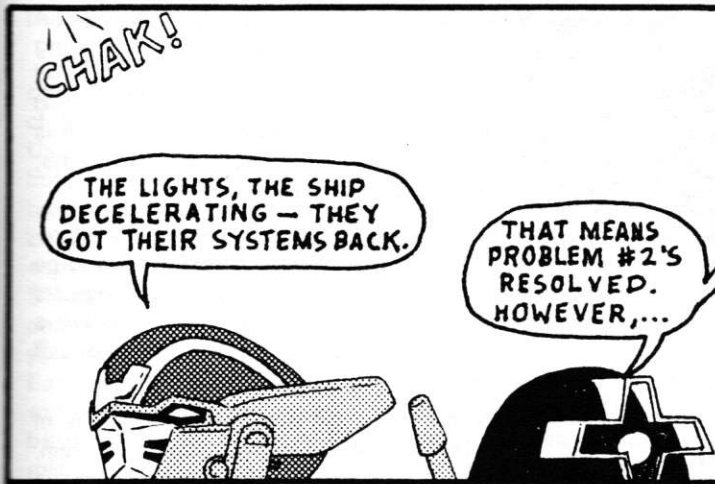
THAT WAS A POINTLESS  
ACT OF COMPASSION, RICK.  
IN LESS THAN A MINUTE,  
EVERYONE AND EVERYTHING  
ON THIS SHIP IS GOING  
TO BE ANNIHILATED, IF  
NOT BY US THEN  
BY GRAVITY.

I KNOW THAT,  
JOHN, BUT I HAD—



LOOKS LIKE  
WE'VE GOT  
COMPANY.





CHAK!

THE LIGHTS, THE SHIP  
DECELERATING — THEY  
GOT THEIR SYSTEMS BACK.

THAT MEANS  
PROBLEM #2'S  
RESOLVED.  
HOWEVER,...

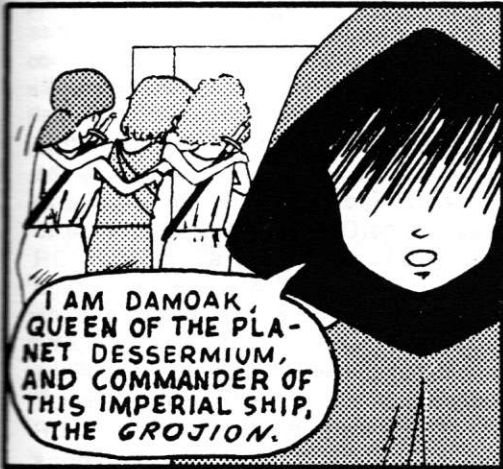


... WE STILL HAVE  
PROBLEM #1: THWART-  
ING THE ALIEN THREAT.

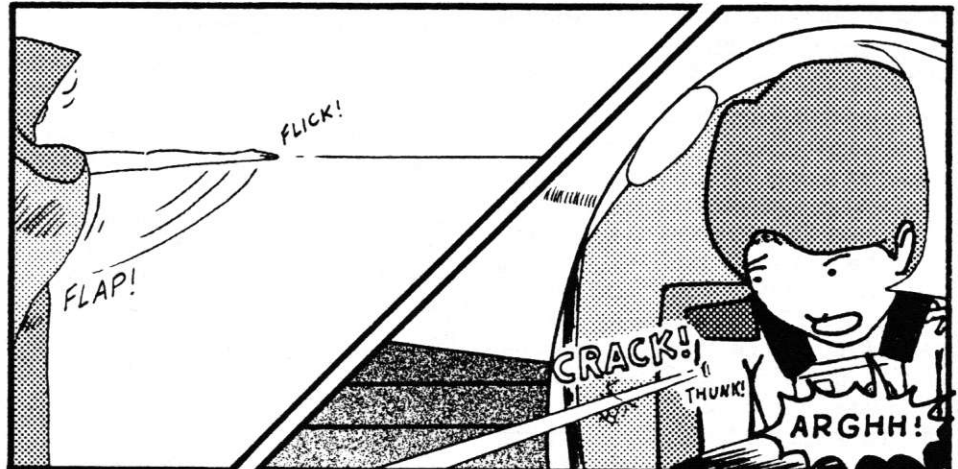
SHH...

SOB!  
SOB!

8.92



I AM DAMOAK,  
QUEEN OF THE PLA-  
NET DESSERMUM,  
AND COMMANDER OF  
THIS IMPERIAL SHIP,  
THE GROJION.



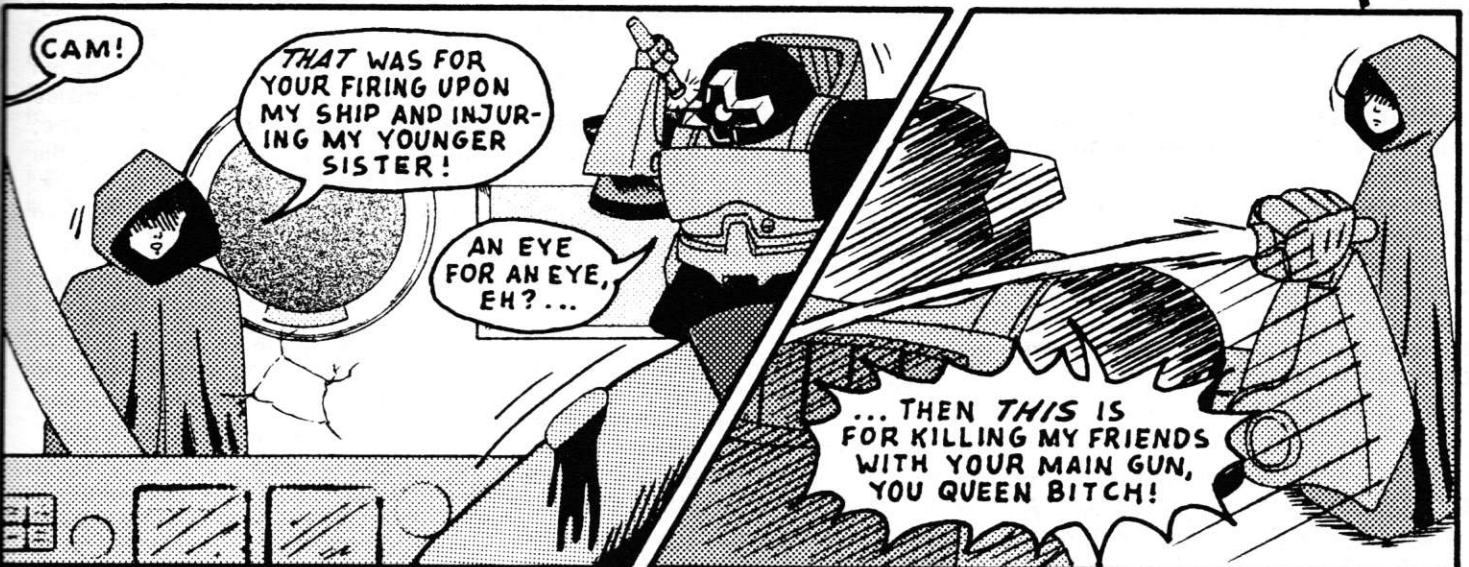
FLICK!

FLAP!

CRACK!

THUNK!

ARGHH!

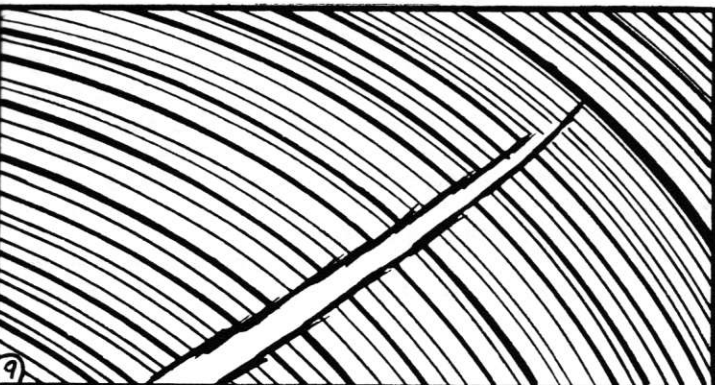


CAM!

THAT WAS FOR  
YOUR FIRING UPON  
MY SHIP AND INJUR-  
ING MY YOUNGER  
SISTER!

AN EYE  
FOR AN EYE,  
EH? ...

... THEN THIS IS  
FOR KILLING MY FRIENDS  
WITH YOUR MAIN GUN,  
YOU QUEEN BITCH!



CRACK!

TO BE CONTINUED...

# Roleplaying For The Anime Connoisseur

## Part 2: GURPS Roleplaying System Review

By Daniel Ho

GURPS, the Generic Universal Roleplaying System, is published by Steve Jackson Games.

### Expenditures:

To play GURPS, you must have the GURPS Basic Set (~\$25). This book contains the character generators, rules, and modifiers. In order to play various other anime, you must buy supplements at a cost of around \$20 to \$60, depending on how many are required to have all the necessary information. Only D6 are used.

### Character Generation:

The gamemaster begins by setting the character points per player. Average people have around 25 points, anime heroes have 100-150 points to spend, and movie heroes have around 200. All characters have four attributes: intelligence(IQ), dexterity (DX), strength(ST), and health(HT). All humans naturally have these at a base level 10; taking less than base 10 will give you character points to spend elsewhere, while taking greater than base 10 will cost points. The range of attributes humanly possible is 1 to 20. All skills and combat are based upon these four attributes.

Characters may buy advantages (quickdraw, combat reflexes, beauty, etc) to give them an edge in some trait, or they may take disadvantages (bodyodor, phobias, disabilities, enemies, etc) and quirks which give extra character points to spend elsewhere. Characters are awarded character points from their adventures, which can be saved up to buy off certain disadvantages, or to improve skills/attributes.

### Skills:

Skills are dependent on either IQ or DX, though HT occasionally is used. All skills have a character point cost that is dependent on its difficulty (easy, average, hard, very hard) and the level desired. Skills are bought on the appropriate attribute plus or minus the level desired. For example, a skill at DX-1 is cheaper than one at DX or DX+1. A very hard skill at IQ+1 is as expensive as an average one at IQ+5. Skills range from IQ-4 to infinity, and DX-3 to infinity. Because skills are used with a 3D6, the resultant bell shaped curve favors buying a skill level between 9 and 12, while

buying lower or higher skill levels result in diminishing returns. All weapons have corresponding skills to them. Any character without the needed skill can default to his or her attribute or a similar skill minus a penalty (eg. a doctor can default to his physician's skill-5 when acting as a veterinarian; a civilian can pilot powerarmor at IQ-5 or DX-5, whichever is higher). Some skills have no default (eg. sign language, nuclear physics). The more complicated skills have prerequisites (eg. surgery).

To use a skill, simply roll under or equal to the skill + modifiers to succeed. If the skill is used against someone or something, then roll a contest of skills; a quick contest relies on someone succeeding the most or failing the least, while a regular contest relies on someone to fail and the other to succeed. Two opponents with very high skills are reduced by a set amount to speed things up in regular contests.

### Combat:

Combat is resolved with a 3D6. The turn generally goes from fastest player to slowest, though modifications on this are allowed. The attacker has the choice of attacking, aiming, moving, or any other action. The attacker must roll under or equal his skill + modifiers to strike. Inanimate objects are hit automatically, but animate objects get a defense roll. The defender rolls under or equal his active defenses + modifiers + passive defenses to avoid the attack. Unless a 3 or 4 is rolled, the attack will always miss if the defender succeeds in his defense roll. The next opponent then begins his attack, and when everyone has used up an action, a new turn (representing one second) begins. An active defense may be his dodge, parry, or block. Passive defenses defend at all times and constitutes shield, clothing, or armor. A defense that relies on the few points passive defense provide to avoid getting hit means that the armor/item deflected the near-hit.

With ranged weapons, unless the final to-hit level is equal to the weapon's snap shot number, he will be -4 to strike with his weapon without aiming. Aiming for one second automatically gives the weapon's accuracy bonus to hit: it is very low for

handguns, but very high for many rifles. A person may aim up to 3 turns, giving increasing bonuses to hit. All ranged weapon modifiers are in a semi-logarithmic "Size and Speed/Range table", which is effective for basketball players, soldiers, and space cruisers alike.

Some actions take more than one turn, like reloading. Some weapons have to be readied before use, such as morningstars and crossbows. Most weapons have a minimum ST needed to avoid recoil or skill penalties.

Note: there are two combat systems in GURPS: the simpler basic combat system, and the advanced system, which is made up of dozens of optional rules.

### Damage:

Toughness uses one damage unit, which can further be subdivided. The first is health(HT) to cripple or disable the object. The second is HT to destroy the object. Most objects have damage resistance(DR), which is resistance to penetration and general damage. DR rarely goes down. A weapon's damage has to be subtracted by DR before it can affect HT, therefore some items can not be damaged by lesser weapons. The entire object does not need to have the same DR or HT, so it's possible to wear a 10 DR vest with DR 3 sleeves. Weapons effective against armor (such as shaped-charge warheads) have a numerical "(x)" that reduces DR by a factor of x when punching through. Damage from melee weapons depend on weapon type, strength of the attacker, and whether the attack was a swing or a thrust attack. Volleys and bursts have no effect on whether a weapons penetrates DR.

There are several damage types. Crushing attacks are like fists, clubs, and bullets. Impaling attacks are like thrusting knives, needles, and lasers. Cutting attacks are like swung bladed weapons. Each attack does different geometric damage through certain substances. All other weapons are categorized either as explosive or special. All the damage types are present so that DR is a constant for all weapons.

Examples: Average human powerarmor: 100 DR armor/HT irrelevant; human: 10 HT/0 DR; .44 Magnum: 3D6; .50 Machinegun: 13D6 per round; steel armor: 80 DR per inch thickness; bazooka: 5D6x2(10); TOW missile: 6D6x9(10).

### Glaring Flaws:

Remember the glaring flaws mentioned in the Palladium article? GURPS has



none of them! But that won't stop me from finding new ones.

Roleplaying (and the enjoyment that comes with it) suffers significantly because of Steve Jackson's concern for realism. Using weapons with rapid rates of fire bogs the game down significantly with its bullet allocation system. Concern about actual empirical military data makes explosives damage difficult to calculate. Since turns are so short, it takes considerable effort to coordinate what you'll do over 10 to 15 turns/seconds. Fast melee and martial art fights are excellent, but long, drawn out ranged battles lasting minutes are no fun to roleplay. Mortality is all too real here, so players tend to be a little too cautious (just as if the players themselves were in actual combat). Realistic though it is, it lacks the exhilaration and simplicity present in Palladium. Too many weapons (especially the higher tech ones) have exceptional side effects, which makes bookkeeping difficult.

Another problem with GURPS is its mechanical complexity. Complexity is good in the RPG vein only if you want absolute realism and detail. Unfortunately, Japanimation rarely cares about realism as much as this game does. Character generation takes way too long for someone who doesn't want to stick with a character for more than a few games. Steve Jackson tries to compensate for that by separating between basic and advanced rules, as well as allowing rules to be ignored completely, but this still means you'll have to sift out the necessary information in a sea of detail. Quick start is impossible in a game like this.

The biggest flaw in this game system: price. To play any world requires the Basic Set plus whatever sourcebooks are needed. Prepare to dish out \$60 to \$80 just to get started on a campaign.

#### Minor Flaws:

The game is vague on how to approach combat second by second. The short turn length makes for a much slower game than other systems. Character generation takes unacceptably long. The game can't be played without the Basic Set by someone's side. Mortality is too swift for some people's tastes. Spaceship combat does not use the excellent size and speed/range table. Worldbooks tend to be a waste of money unless you're interested in at least 50% of the pages. Nothing has been published on tank and mecha warfare, though modern weaponry is superbly covered. Air combat is mediocre.

Shaped charge weapons can penetrate almost all armor thicknesses, making them too powerful for RPG purposes. Mass combat is impossible. To play certain worlds requires more than 2 or 3 books.

#### Support:

GURPS has turned from being one of the worst to being the best providers of supplements that cover virtually everything (except mecha and comedies). There are two types of books for GURPS: the sourcebook, which is a compendium of technologies and ideas; and the worldbook, which is a self-contained fictional universe. The sourcebooks are the best source for anime fans, since the worldbooks are overly limited to their particular fiction worlds. Some are so good that they don't even have to be used with GURPS in order to utilize them. For example, "High Tech" is a compendium of ranged and explosive weaponry from the 14th to 20th century, with a detailed history lesson to boot. "Ultra-Tech" is THE book to get for any science fiction gadget you need from teleportation and living metals to implant computers and anti-matter rifles. "Space" is a relatively flexible space travel, ship construction, and space combat system that isn't tied down to the GURPS system.

#### Anime Recommendations:

Due to the nature of the system, some shows should definitely not be used in this game. Anything with lots of machinegun combat should be avoided. Avoid shows where mortality is impossible or difficult. This game is appropriate for any show in which vehicles or people can be wiped out with a single blow or shot. Even if they finally publish "GURPS Mecha", you should avoid all combat with mecha bigger than a man-sized powerarmor. Psionics and magic use Fatigue points that draw strength and endurance from the user, so "Kimagure Orange Road" and "Lodoss Wars" are great for this game.

#### Conclusion:

GURPS' strength comes from its very powerful roleplaying and combat system, either of which can stand on its own. You can skip the combat portion altogether and just roleplay your adventure using brains and agility, or you can hack-and-slash your way through dungeons and castles.

GURPS is the best generic RPG system on the market. Period. But there are three strikes against it: there are other games out there that can do same job faster, less expensively, and more enjoyably than GURPS can.

Next issue: Mekton II Review

## TOP TEN ANIME WE NEVER WANT TO SEE

By Wolf Wikeley

10. **Akira II: "Someday We Will Be"** by Katsuhiro Otomo
9. **City Hunter 3: Kaori / Ryo Gender Reassignment** From Yomiuri Terebi
8. **Violence Jack: Karaoke Version**
7. **6 x 6 Eyes: Pai Gets Glasses**
6. **BubbleGum Chaos: Minmay Joins The Knight Sabers**
5. **Guy Force: The Fraternal Story**
4. **Boah II: Blue Eyes**
3. **A-Ko-ra: A-ko Receives the Akira Wave**
2. **Chainsaw Accident** (Ranma 1/2)
1. **Roadotech** (Kimagure Orange Road translated by Streamline)

#### ...Continued from page 4

Laputa has received a great deal of fan press in Japan. The film is undoubtedly in the top ten of most Japanese fans. It is available in North America in both original Japanese (on VHS & LD), subtitled in Cantonese and English, and in a dubbed version. I haven't seen the dubbed version since it was never released on video. It reportedly was done by Carl Macek (Streamline productions & of Robotech fame). They are famous for changing the storyline to suit their own ideas of drama, change names to English equivalents. ie Pazu becomes Paul & Sheeta become Sheila. Allright in itself, I suppose, but I prefer the original format of most things, including Miyazaki's movies. To me that would be like changing Romeo and Juliet to Bill and Sandra. It doesn't work. Overall this film should be sought out and added to ones collection. A definite 10 out of 10.

To tell you more would give away too many details about the plot. I hope you decide to seek out this story and that you enjoy it as much as the many other Anime fans around the world have.

# らんま 1/2

## A look at the Ranma 1/2 video game

by Winson Lai

**System:** Super Famicom (Super Nintendo)  
**Date released:** March 27, 1992  
**Price:** 8800 Yen

As most of you Ranma 1/2 fans may know, there is a neat Ranma 1/2 video game for Nintendo's Super Famicom. Set in the style of Street Fighter II, this fighting game pits you, as either Ranma-kun or Ranma-chan against his usual assortment of adversaries. The opponents consist of Genma (in human form), Kodachi, Kunou, Kochou, Shampoo, and Ryouga. There are two humor rounds, one of which consists of beating the snot out of Happosai, and the other against food thrown by Cologne. Once you have beaten everybody, you will be treated to a short little ending, followed by a lot of credits with SD Ranma 1/2 characters running all over the place.

Like Street Fighter II, you can play head to head against a friend or someone who is lousy at video games & you want to show them how good you really are.

There is an option mode where you can set difficulty, number of credits, and your joy-pad configuration.

After the release of this game, a similar version of it was also released for the P.C. Engine and the Super CD Rom. Before the year's end, another Ranma 1/2 game will be released for the Super Famicom. This new version will be on a 12 Meg

cartridge, and will be somewhat similar to the P.C. Engine's version (and hopefully a lot better too!).

If you're interested in more Ranma 1/2 video games, there's a Ranma puzzle game for the Gameboy, and a RPG-type game on CD Rom for the P.C. Engine. Also for the Gameboy, there'll be a 2 Meg fighting/adventure game.

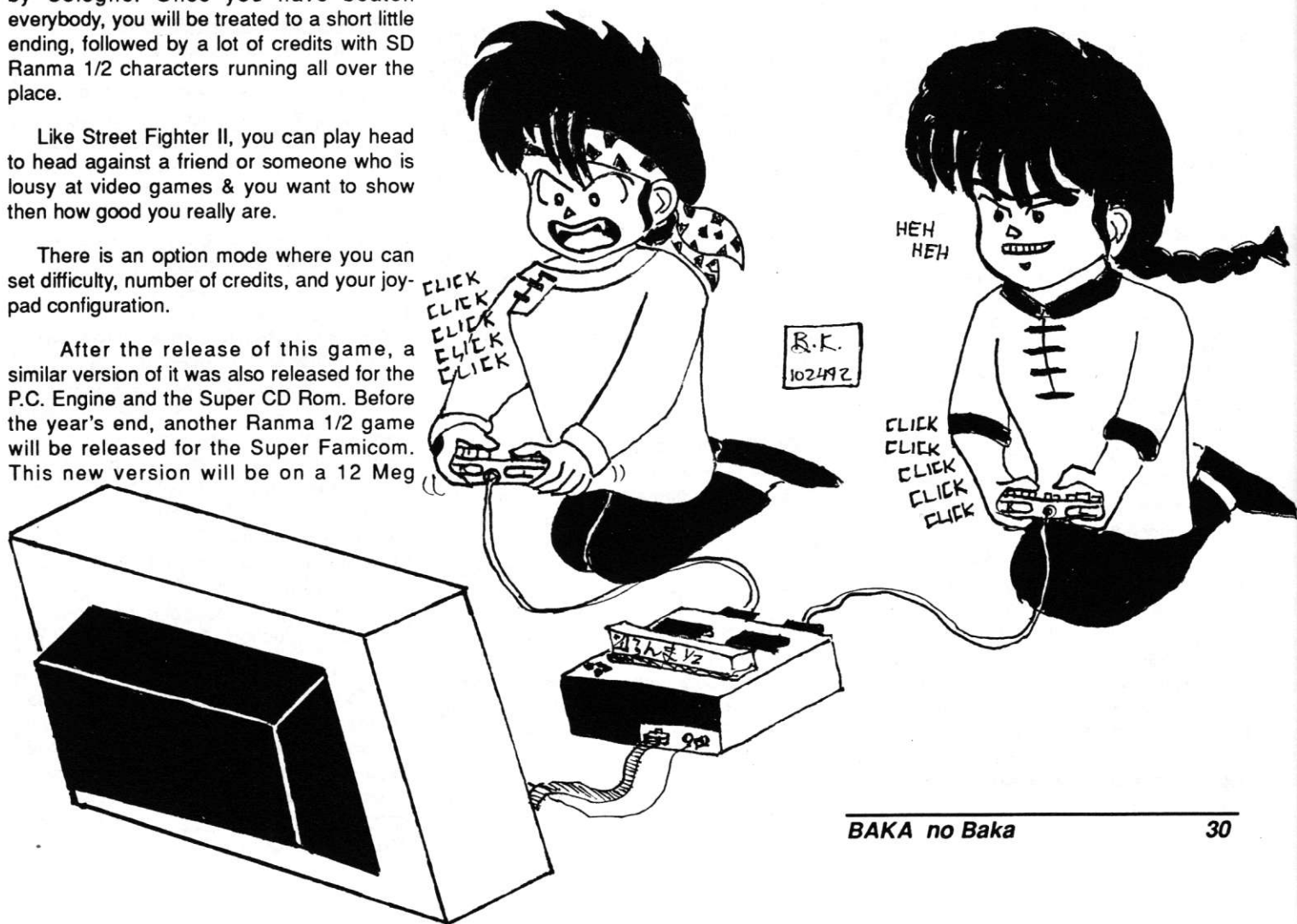
### Secret Hints for the Super Famicom Ranma 1/2 video Game:

On one player mode, hold & keep the top L & R buttons down and now you can select the other characters besides just Ranma-kun & Ranma-chan.

On one or two player mode, in order to play the same character vs same character (eg. Genma vs Genma), hold & keep the top L & R buttons down and push start.

To play Happosai or Cologne, hold & keep the top L & R buttons down, select two player mode, push start and you'll see a special screen. On this screen, you can select to play all ten of the characters, and by holding the select button, you can choose your own background screen as well.

**NOTE:** Owners of the American Super Nintendo - DO NOT PANIC! You can get an adaptor which allows you to plug Japanese cartridges into the slot. Also, Ranma 1/2 is being released as an American cartridge under the cheapo lame title 'Street Combat' so you'll be able to play on Super Nintendo and for a cheaper price too! There may be other changes to the American version that we are not yet aware of...





...Continued from page 19

**Episode #21** - "Kyouzuke in Trouble. Sweet Whisper of Storm Hill"

**Manga Equivalent Story** - "The Flower Of Happiness" (Vol. 4, Page 117)

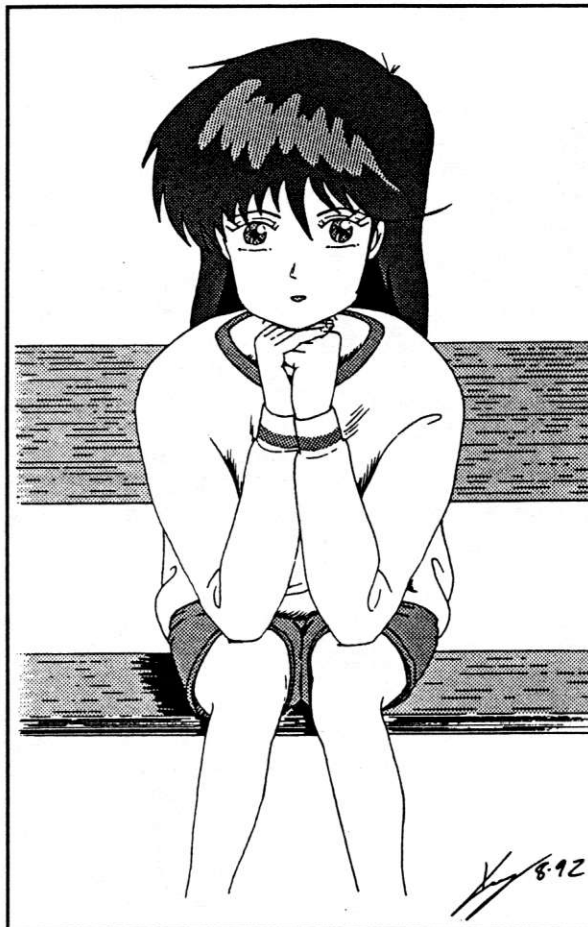
**Episode Description**: Everyone is being forced to watch tennis demos. Kyouzuke successfully sneaks away and is met by a girl who introduces herself as Kumiko Oda and asks if he has a girlfriend. Kyouzuke reluctantly laughs and says no, after which Kumiko grabs his arm and they start to walk away together. Madoka, hidden, sees them together. Back at camp, Hikaru is wondering where Kyouzuke is and asks Madoka who does not answer. In a field, Kyouzuke trips and falls on top of Kumiko. She tells him to go ahead and "do it" which tempts Kyouzuke until it starts to rain. Kyouzuke and Kumiko make it to a cabin but are soaked to the skin. They build a fire and take off their clothes to dry them. Kumiko keeps trying to throw herself onto Kyouzuke who is reluctant to do anything to her. The storm finally clears, and everyone goes off in search of Kyouzuke. Madoka finds the cabin and enters to a surprised Kumiko in her underwear, as well as Kyouzuke in his! She turns around and leaves. Kyouzuke runs after her to try and explain and gets slapped by Madoka. Kumiko finally explains to Madoka that she is going for a dangerous operation in one week and was afraid that she might not make it and therefore was trying to involve herself in a relationship. That night, Madoka and Kyouzuke launch floating lanterns into the river in a ceremony to wish Kumiko good luck on her operation...

**Episode #22** - "Adult Relation?! Madoka's Secret Morning Return"

**Manga Equivalent Story** - "The Suspicious Light Beam" (Vol. 3, Page 179)  
NOTE : The story does vary to quite a degree from the TV episode. Yukari is not featured until the next story in Vol. 4

**Episode Description**: Kyouzuke arrives at Abcb expecting to meet Madoka, only to find an older girl working instead of Madoka. The next day, Kyouzuke spots Madoka leaving with an older man and telling him how tired she is after last night. A depressed Kyouzuke sits in a playground and is met by the girl from Abcb who introduces herself as Yukari. She asks Kyouzuke to join her and they end up going to see an adult movie, after

which Yukari leads Kyouzuke to a hotel. Kyouzuke is very reluctant to go in since he thinks he has entered an "Adult Relationship". A hesitant Kyouzuke is finally pushed into the hotel's nightclub by Yukari. There, he is surprised to see Madoka and everyone. Yukari changes and, to Kyouzuke's surprise, comes out as the lead singer of the band in which Madoka is playing guitar. During a song, Yukari wraps a ribbon around Madoka and throws the other end into the crowd where Kyouzuke catches it. Yukari gives him a wink. Later, at Abcb, Kyouzuke is



surprised to learn that Yukari is actually Madoka's cousin....

**Comments**: An entire song sung by Yukari is featured in this episode which includes clips from various of the previous episodes. It seems Yukari knows how Kyouzuke feels about Madoka.

**Episode #23** - "Kyouzuke's & Madoka's Big Fight! Three Leg Race of Love"

**Manga Equivalent Story** - "Let's Marathon" (Vol. 4, Page 73)

**Episode Description**: Both Kyouzuke and Madoka are "volunteered by the class" to run in a school marathon. Later, Kyouzuke talks to Madoka about the race at Abcb. He tries to convince her to run

with him, but she refuses. Kyouzuke spends the next several days training with Hikaru while Madoka wonders why he is taking this race so seriously. During one day of training, Madoka finds Kyouzuke resting in a park muttering to himself about Hikaru. Madoka overhears this and leaves. Kyouzuke runs after her and trips and falls into the park's fountain. That night, Kyouzuke catches a cold. Madoka, after finding out that Kyouzuke has a bad cold, feels guilty and decides to visit Kyouzuke. There, she finally agrees to run with him. On the day of the marathon, both Madoka and Kyouzuke run together and are the last team to make it to the finish line. Both Hikaru and Yuhsaku are waiting for them...

**Episode #24** - "Kazuya Appear?! Watch out for the Panic Kid!"

**Manga Equivalent Story** - "The Telepathy Kid" (Vol. 5, Page 27) & "The Panic Kid" (Vol. 5, Page 115)

**Episode Description** - Kyouzuke comes home from schools only to have his younger cousin, Kazuya, bump into him. Later, Kyouzuke ends up with Kazuya at Abcb talking to Madoka. They end up going to a park, where Kyouzuke wonders what color Madoka's panties are while she is making a phone call. Kazuya answers him "Pink" and uses his power to cause a breeze to reveal her panties. After several other incidents, Kyouzuke wonders if he unknowingly has developed telepathy powers, and is accidentally sending Kazuya his thoughts. He tries to read Madoka's mind until Kazuya tells him it is he who has the telepathy powers! Hikaru arrives and sees them and thinks that Kazuya is the child of Kyouzuke and Madoka!! Kyouzuke is finally able to explain to her that Kazuya is his cousin. Kazuya tells Hikaru that

Kyouzuke actually loves Madoka. This puts her into a devastated state until Kyouzuke finally convinces her that Kazuya just made it up. Hikaru cheerfully latches herself onto Kyouzuke in front of Madoka. This results in Madoka giving Kyouzuke the cold treatment. Kazuya manipulates the situation leaving Kyouzuke finally alone with Madoka. On their way home, Kyouzuke is shocked to learn that Kazuya is moving into the same apartment building as him!...

**Comments**: This story introduces us to Kazuya. Although not a major character in the story, Kazuya does contribute to making Kyouzuke's love life even more complicated.

...Continued from Page 10

**Episode #5: "Sieg, Zion!"** - We are introduced to Cima who makes a "grand" entrance in her ship with her "pirate-like crew". Both her and Gato are summoned before Delaz who discusses the upcoming operation with them. Onboard the Albion, Nina is showing Kou the Gundam's control operations. The Gundam needs to be reprogrammed so that it can fight in space. Kou decides to try to come up with his own program. Later, in the messhall, Kou proudly shows Nina his work. Bernard comments that maybe a more experienced pilot should be assigned to the GP01 to which Nina seems to agree. This angers Kou who runs off. A broadcast speech over Federation channels by Delaz is heard on all Federation ships. Cima decides to go out in her suit to engage approaching Federation ships. The alarm is heard on the Albion and Kou takes the Gundam against orders using his own program. This results in Cima "wasting the GP01" and nearly killing Kou.

**Episode #6: "Mind Of The Moon"** - The Albion is approaching the moon. When it arrives at Von Braun city, Nina is met by her fellow System Engineers. The GP01 is taken in for repairs. Kou, in a depressed state, ends up walking the streets after Bernard blames him for trashing the Gundam. He is beat up by a bunch of punks and is finally rescued. His rescuer ends up being a Zion suit pilot who is repairing a mobile armour in hopes of returning to battle. Kou helps him repair the armour and regains his confidence. He returns to the Albion and takes the rebuilt GP01 (now the GP01fb) out on a test run.

**Episode #7: "Burning Heart"** - Cima, who is also on the moon at Von Braun city, is finalizing a deal with Anaheim Electronics for mobile suits. Meanwhile, Kou is discussing the Gundam's performance during the test flight with Nina. Later, Keith gives him some tickets to a movie and tells him to take Nina. Kelly is being paid by the Zions for his repairs on the mobile armor. He is shocked to learn that they do not want him as the pilot. Meanwhile, Kou tries to invite Nina to the movie. He tries to find enough courage to ask her but ends up bringing up something about the Gundam. This ends up with Nina storming out of the room angrily. Kelly decides that he will pilot the mobile armor suit and force a battle with the Gundam. He feels that if he wins he will be accepted back into the Zion forces. He launches in the mobile armor, and threatens to destroy the city if the Gundam is not sent out. Kou eventually takes the

Gundam out to battle Kelly. At first, Kelly traps Kou, but with the help of Keith, he escapes and gets the upper hand over Kelly. Meanwhile Nena is trying to convince Kelly to stop fighting (somehow Nina knows Kelly) and is thrown from her lunar vehicle during the battle. Kou is enraged and he destroys the mobile armor, killing Kelly.

**Episode #8: "Conspiracy Of Silence"** - Kou and Keith are out in space training with Burning. During the training, Burning almost blacks out after pulling a high G maneuver. After returning to the Albion, he sees the ship's doctor who finds nothing wrong with him. Sinapus invites Burning to his cabin for a drink and asks him why he does not retire as a mobile suit pilot. Later, Burning along with Kou and Keith are sent out. They end up getting into a fight with enemy suits which includes Cima. During the battle, Burning finds a Zion suitcase drifting in space. He goes out to retrieve it; it almost costs him his life when Cima attacks him. After the battle, while heading back to the Albion, Burning opens the case to find important information about operation Stardust. Before he can read any more, his suit explodes from the damage it took from the fight. Burning ends up dying in front of Kou's eyes. Back onboard the Albion, a service is held for Burning's death with a depressed Kou and Bernard in tears.

**Episode #9: "Nightmare Of Solomon"** - The next stage of Operation Stardust is being put into motion by the Zion. Kou launches in the GP01 and engages the enemy. Gato launches in the GP02 on a mission to execute the next phase of Operation Stardust. During the battle, Kou is determined to intercept Gato with the GP01. Before he can intercept him, Gato successfully maneuvers the GP02 into the center of the huge Federation armada. He points the GP02's large nuclear bazooka at the armada and fires! A HUGE explosion is seen at Solomon by everyone.

**Episode #10: "The Hot Area"** - The blast from the GP02 destroys a large portion of the Federation's fleet. An angry Kou, in the GP01, flies towards Solomon to intercept Gato. Kou finally catches up to Gato and a brutal battle begins. In the end, Kou engages the GP01's front thrusters, frying both suits. Before escaping, Kou has a encounter with Gato in space. Kou is shocked after Gato asks him if he is the "Kou Uraki". Zion wingmen rescue Gato, while Keith picks up Kou. The two Gundam suits are left to explode. Meanwhile, Cima is carrying out a plan of hijacking a shipment of explosives which

she uses to blow off a mirror from two colonies. The imbalance causes the colonies to spiral into each other and bounce away from their orbits!

**Episode #11: "In La-Vie-En Rose"** - The Albion heads to the space factory base La-Vie-En Rose to pick up the third Gundam prototype suit; The GP03. The Federation now determines that one of the out of control colonies will hit the moon. When the Albion arrives at the base, the base commander, Nakohha Nakato, is not willing to hand over the GP03. Kou meets the System Engineer, Lucette Audevie, who is assigned to the GP03 project, and is a good friend of Nina. Gato takes out his new mobile armor, the Neue Ziel. It seems nothing can stand up to it (he even destroys several Federation cruisers at once). The final phase of Operation Stardust is put into action by having the colony heading toward the moon diverted to swing around the moon and head into the Earth! Back on the Rose, Lucette takes Kou to the GP03's bay and leads him to the suit. Nakohha enters with his security force and tells them to stop. In the end, Sinapus along with his men surround Nakohha and his men, but not before Lucette is shot and dies. The episode ends with the GP03 in full armor approaching Gato in his mobile armor.

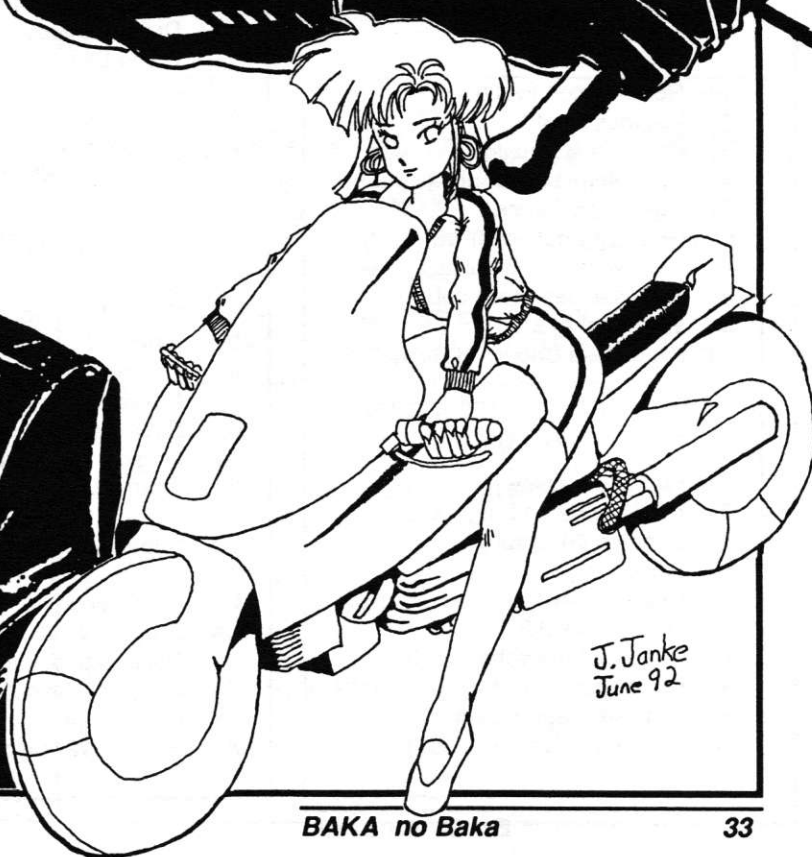
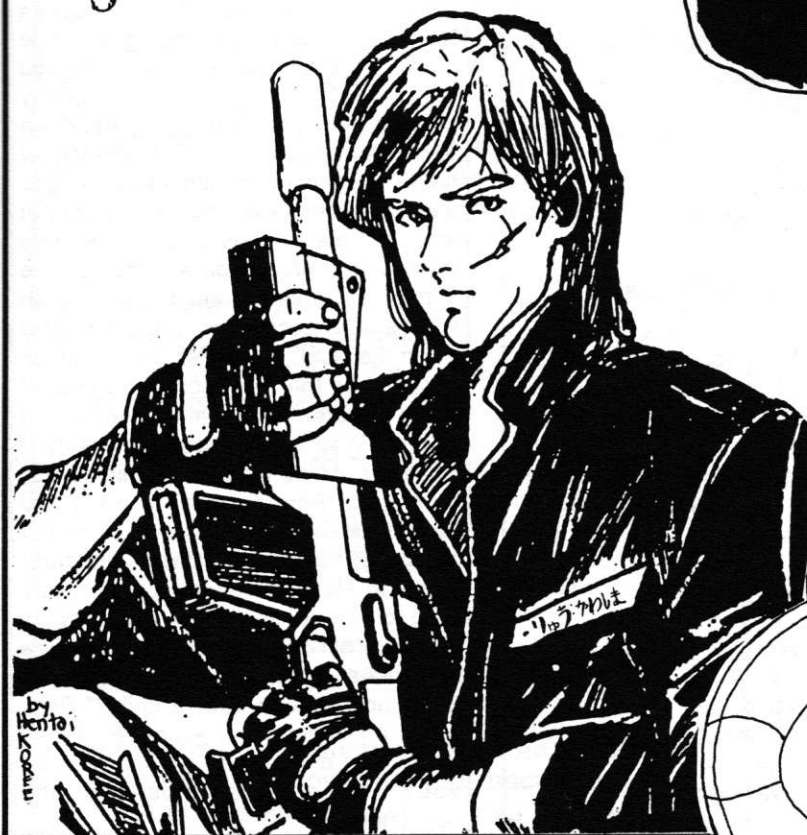
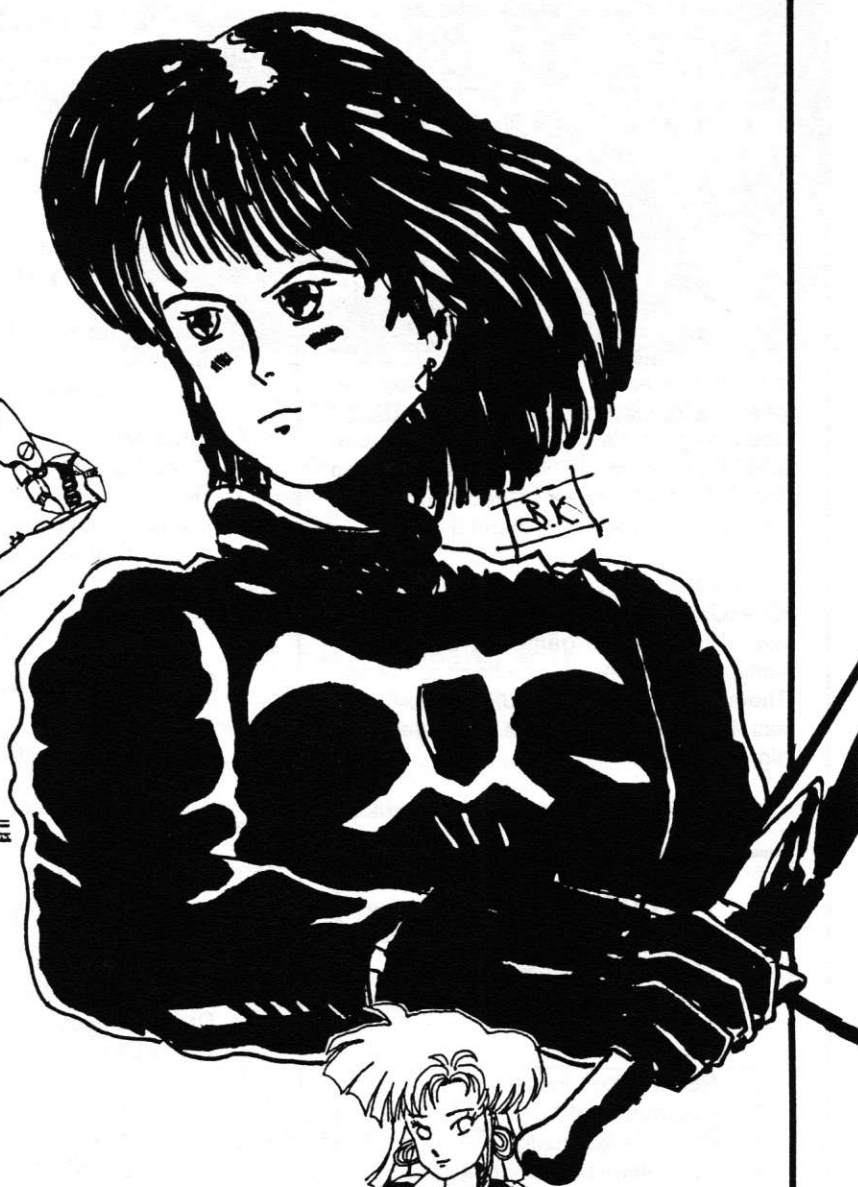
**Episode #12: "Assault Waves"** - The Federation formulates a plan to try and intercept the colony before it reaches the Earth. Kou engages Gato and the two fight with no decisive victor. Meanwhile, Cima is getting more and more frustrated with Gato and despises how much trust Delaz has put into him. Kou once again encounters Gato and the two continue to fight. In the end Gato damages the Gundam's mobile armor. Meanwhile, the Federation is not successful in stopping the colony, but a final plan is revealed which involves a Solar Ray System. Cima decides to make a deal with the Federation and takes over Delaz's ship, holding Delaz hostage. When Gato appears in his mobile armor, Delaz tells him to destroy his ship so that the plan will continue. Cima, after hearing this, shoots Delaz in the head who dies yelling "Sieg, Zion!". The episode ends with an angered Gato releasing one of his tentacled controlled arms into the bridge of Delaz's ship....

What will happen next... Will Cima escape from being killed by Gato? Will Kou stop Gato? Will the colony hit the Earth?

The answers to these question in the final episode of Gundam 0083 next issue....



# STUDIO BAKAO



...Continued from page 16

**Silent Moebius AD 2028 Tokyo Dennon War** (date not determined, price not determined, for Super CD-ROM<sup>2</sup>) This is a RPG type game.

**Fushigino Umino Nadia** (date not determined, price not determined, for Super CD-ROM<sup>2</sup>) This is an adventure type game.

**Ranma 1/2** (on sale 10/2, 7200 yen, for CD-ROM<sup>2</sup> or Super CD-ROM<sup>2</sup>) This is a game where you look for other characters and fight against them. But it also has a story mode with "Happosai peeking into women's bath" and "Ukyou appearing" stories. There's also a mode where you choose two characters and they can fight against each other, for example Ranma-kun vs Ranma-chan.

**Yawara!** (on sale 10/1, 6900 yen, for CD-ROM<sup>2</sup> or Super CD-ROM<sup>2</sup>) This is a digital comic type game. The player is Matsuda, and has to go chasing Yawara. The story is take from volumes 1 to 6, and has the story until Yawara graduates from high school.

**T-The The-The-That's all folks...**

## Top Anime Video Sellers

(6/15)

1. Gundam 0083 vol 9
2. Macross II vol 1
3. Genji Dai Ichibu Jou
4. Little Mermaid (Japanese dub)
5. Gekkou no Pierce
6. Granzort Boukenhen vol 1
7. Little Mermaid (Bilingual)
8. Fantasia (Japanese dub)
9. Video Girl Ai 3
10. Kyuukyoku Choujin R Bangaihen

(7/13)

1. Humane Society
2. KO Seiki Beast Sanjuushi 2
3. Gundam 0083 vol 10
4. Seiden
5. Video Girl Ai 4
6. Macross II vol 2
7. Granzort Boukenhen vol 3
8. Fantasia
9. Fantasia (Japanese dub)
10. Peter Pan (Japanese dub)

## Anime TV Series Viewer Ratings

(4/6 - 5/3 and 4/13 - 4/19)

- |     |                        |      |
|-----|------------------------|------|
| 1.  | Szaaesan               | 25.7 |
| 2.  | Chibi Maruko-chan      | 22.3 |
| 3.  | Dragonball Z           | 21.1 |
| 4.  | Doraemon               | 19.3 |
| 5.  | Szaaesan (rerun)       | 18.5 |
| 6.  | Kiteretsu Daihyakka    | 17.8 |
| 7.  | Yawara!                | 15.5 |
| 8.  | Magical Taruruuto-kun  | 14.3 |
| 9.  | Bush Baby              | 12.7 |
| 10. | Obocchama-kun          | 11.1 |
| XX. | Sailor Moon            | 9.7  |
| XX. | Dragon Quest           |      |
|     | Daino Daibouken        | 9.7  |
| XX. | Dodge Danpei           | 9.3  |
| XX. | Genji Tsuushin Agedama | 9.2  |
| XX. | Ganbarugar             | 8.9  |
| XX. | Ranma 1/2 Nettouhen    | 6.9  |

(6/1 - 6/28 and 6/15 - 6/21)

- |     |                        |      |
|-----|------------------------|------|
| 1.  | Szaaesan               | 24.6 |
| 2.  | Chibi Maruko-chan      | 21.6 |
| 3.  | Dragonball Z           | 20.0 |
| 4.  | Kiteretsu Daihyakka    | 18.2 |
| 5.  | Doraemon               | 18.0 |
| 6.  | Szaaesan (rerun)       | 16.3 |
| 7.  | Yawara!                | 16.3 |
| 8.  | Bush Baby              | 13.0 |
| 9.  | Super Bikkuri-man      | 11.0 |
| 10. | Crayon Shin-chan       | 11.0 |
| XX. | Dragon Quest           |      |
|     | Daino Daibouken        | 10.3 |
| XX. | Genji Tsuushin Agedama | 10.3 |
| XX. | Sailor Moon            | 10.1 |
| XX. | Ganbarugar             | 7.5  |
| XX. | Ranma 1/2 Nettouhen    | 7.4  |

(5/4 - 5/31 and 5/11 - 5/17)

- |     |                        |      |
|-----|------------------------|------|
| 1.  | Szaaesan               | 26.5 |
| 2.  | Chibi Maruko-chan      | 23.9 |
| 3.  | Kiteretsu Daihyakka    | 20.6 |
| 4.  | Dragonball Z           | 20.3 |
| 5.  | Doraemon               | 18.7 |
| 6.  | Szaaesan (rerun)       | 15.8 |
| 7.  | Magical Taruruuto-kun  | 15.0 |
| 8.  | Bush Baby              | 14.9 |
| 9.  | Yawara!                | 14.8 |
| 10. | Super Bikkuri-man      | 11.8 |
| XX. | Sailor Moon            | 11.3 |
| XX. | Dragon Quest           |      |
|     | Daino Daibouken        | 10.0 |
| XX. | Genji Tsuushin Agedama | 9.8  |
| XX. | Ganbarugar             | 8.2  |
| XX. | Ranma 1/2 Nettouhen    | 6.9  |

...Continued from page 13

Nene decides to play football with Migi, but he doesn't quite reach the "end zone" after she drop kicks him across the parkade.

The trio have been completely subdued, so Nene starts to lecture them on the error of their ways. All of a sudden Atama interrupts her. Atama informs Nene that they are not trying to terrorize the girl, and that the girl is in fact Princess Tomizawa. Nene suddenly goes silent. Atama continues to tell Nene that he and his men are members of the royal guard. Atama slowly gives Nene his wallet. Nene runs a check on the ID and quickly gets a positive verification. Nene also confirms that the girl is indeed the princess. Nene returns the wallet to Atama and allows them to take Princess Tomizawa home. The papers announce that the Empress is returning to Japan early from a tour abroad, and that there are rumors about an attempted kidnapping of the Princess. Nene goes with Priss to the airport to watch the return of the Empress and to see that Princess Tomizawa is alright. While they are watching the Empress' party fight their way through reporters, Priss and Nene are having a discussion on the methods of the royal guard. "So in other words they were trying to protect the Princess?" Priss asks of Nene. "That's basically what they told me" replies Nene. "And of course being a police officer," Priss pauses and continues "you decided to comfort this little lost girl by picking her up and hugging her?" an upset Nene says, "Yah! Only the trigger happy royal guard thought I was trying to abduct the Princess and so they shot at me..." Priss is unswayed by Nene's words and continues on with the defense of the royal guard. "Come on Nene, even you have to accept that they were only doing their job!" says Priss, "and their top priority was the safety of the Princess!" Nene cradles her damaged hair and quips, "Well what about my safety?" Priss just gives Nene a wry smile and then asks, "Anyway, didn't you say that the Princess had mistaken you for her Mother?" Priss continues without allowing Nene to respond, "I find that hard to believe, impossible even!". Nene is slightly put out by Priss' remark so she asks "Well Priss, would you happen to know how to look after a child?" Priss gives an immediate response, "Why? You're not planning to get married are you?" Nene is left flustered and speechless.



## **BAKA No Baka PEN PALS**

There have been a few requests to create a Pen Pal column in Baka no Baka. If you are interested in having your name and address published in this column, write to us at the address below. Include your name, age, address, and your hobbies and interests.

NOTE: BAKA no Baka is not responsible for the accuracy of any information that is listed here.

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West Edmonton Mall Post Office  
Edmonton, Alberta  
Canada T5T 5X1

Ms. Jo Johnson  
#509 the Plaza  
1303 Delaware Avenue  
Wilmington, Delaware  
USA 19806-3416

interests include: manga, classical music, literature,  
quilting, needlework, paranormal & parapsychology

\*\*\*\*\*

Anime Fans in the UK are looking for pen pals  
if you are interested in having a British Anime fan pen  
pal, write to use at our address and we will forward your  
name to Anime UK to be put in their newsletter

## **BAKA (Banzai Anime Klub of Alberta)**

Baka is a club that is dedicated to the promotion of Japanese animation (anime) and all it's related forms which includes manga, art, music, modeling, merchandise, etc. The club meets bi-weekly where members have an opportunity to see the latest anime and hear the latest news from the word of anime. We also hold special "theme" meetings as well as a variety of social events.

Meetings are held every second Monday night from 6:00 pm - 9:00 pm at the Students Union Building of the University of Alberta in the L'epress overflow lounge (SUB 142) on the main floor.

### **Scheduled meeting dates are:**

**November 9, 23 /92**  
**December 7, 21 / 92**

Note: all meeting dates are what is so far booked  
but may be subject to change.

**For further Information, please write to us at our  
address (Provided on the back page)  
or phone 450-1278 and leave a message.**

## **Coming next issue:**

- Gundam ZZ
- Strike Force B.A.K.A. Final
- More KOR episode guide
- Introduction to Silent Mobius
- More CD reviews
- At look at Ranma 1/2
- and much much more!

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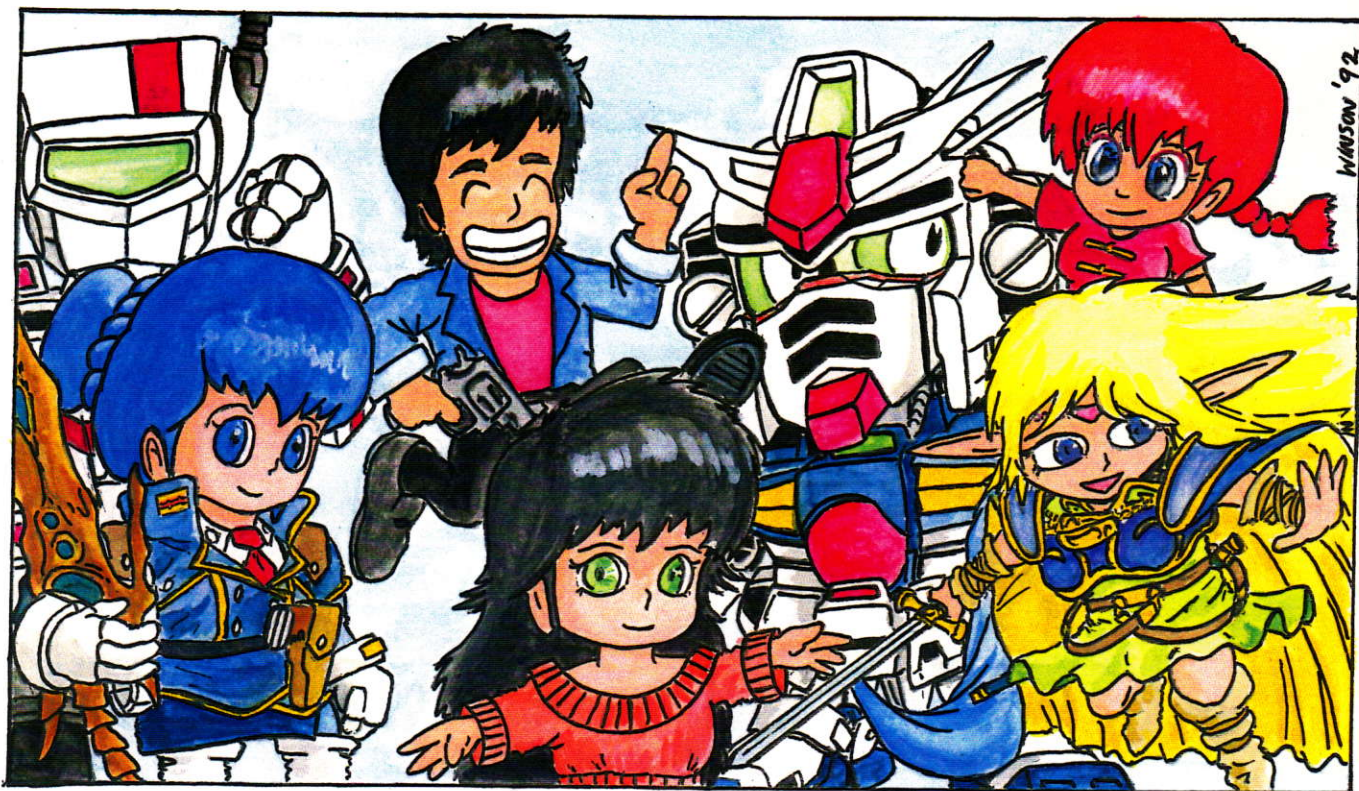
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